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GAMES

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TEAM SUZUKI!

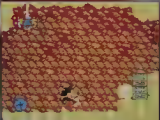
REVIEWED!

GAZZA 2 • IMPOSSIBLE MISSION
HARD DRIVIN' • TOTAL RECALL
SHADOW DANCER • STUN RUNNER

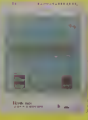
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NEWS

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Yet another hand-held console emerges - Cheeleh's Gamelet! Will it beat the Game Boy and the Lynx? We've also got the usual batch of featurettes and applets, including RoboCop III (ooh!) and some of the new Lynx releases for 1991! Arrgh!

NEW YEAR COMPOS! WIN A FAMICOM WITH THE HOTLINES!

20

As well as the usual Magedrive, Lynx and Gameboy, we're giving away a fabulous Super Famicom to one lucky hotline-dialer

PLAYMASTERS

21

Oh yes, yet another whipping sa... POK... Super Mario... and much, much more!

CONTENT

GET NARCED!

35

How d'ya fancy a brand spanking new Amiga 500 with a colour monitor? Then have a gander at this amazing Ocean compo!

THE CHALLENGE!

36

Howway the latest C+VG United take on another brave (mad?) C+VG challenger and the designer of Amiga's mega floppy masterpieces, Kick Off 2! Who wins? Who loses? Who cares? Find out!

PREVIEWS

100

Phew! This month, we have a sneaky peek at Dragon's Lair II: Time Warp, Ubisoft's Pro Tennis Tour II, Battle Storm from Titus, and two new biggies from Graftgold, Fire and Ice, and the crackling Realms!

MANAGING EDITOR: Julian Rignall ART EDITOR: Jon Billington STAFF WRITERS: Groove* Leadbetter Rob Owen AD MANAGER: Nigel Taylor DEPT AD MANAGER: Martina Moloughney SALES EXEC: Alan Dykes PRODUCTION ASSISTANT: Emma Sadler PUBLISHER: Graham Taylor
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MANAGING EDITOR: JULIAN RIGNALL
Representing hims that he is, but make sure that both C+VG and MEAN MAGAZINES were safely put to bed before anyone started celebrating. But once everything was done, the long-haired man and woman and showed his mouth party with the best of 'em

REVIEWED THIS MONTH

FEBRUARY 1991

No. 111

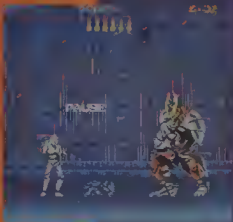


▲ Topper budget gear reviewed on page 58!

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S

COMPUTER GAMES



▲ One Ninja and his dog - Megadrive Shadow Dancer reviewed on page 76!

WHAT, EVEN MORE?

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ASSOCIATE EDITOR: PAUL GLANCEY
Paul enjoyed a quiet Christmas, with a cup of tea (no, perhaps? - tea), sitting in front of the box watching his favourite King Country movies. New Year was a different matter altogether, when our evident brain had 'switched' to exactly what he would do!



STAFF WRITER: RICHARD LEADBETTER
You wouldn't believe the amount of lead Rich also over the festive season, but after intense training at the Pilates Centre for Healthy, Beautiful, and Slim of Witham is fit enough to feel yet more now than to their Smith, no doubt he do it!



STAFF WRITER: ROBERT SWAN
After a quiet undisturbed Christmas and New Year the last, but not least, our mutual thanks to you in the process of giving his hand back! Will the most fool ever make up his mind?

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings - in short, how good the game really is!

THE MARKS

85+

A C+VG HIT! An outstanding game that should be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

1-4

Yourgh! Digital garbage that is destined for the dustbin!

THE REVIEWERS

PAUL GLANCEY

C+VG's resident Einstein, who enjoys the occasional blast, but much prefers something to stimulate the old cerebrallum.

RICHARD

LEADBETTER

The strutting style king who would rather play a beat 'em up more than anything else.

MATT REGAN

C+VG's strategist and adventure master, who's always up to his neck in some RPG or another.

ROBERT SWAN

The madcap metal monster who'll play anything but give him a rim and he'll go completely bananas!

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C+VG HIT! REVIEWS

Team Suzuki 14
Two-wheeled thrills 'n' spills, with Gramlin's cracking 3D bike sim! It's hot!

Impossible Mission 36
The Epyx classic, converted to the Master System, and it's the business!

Lemmings 42
Madcap hilarity with

Paynoles, and well deserving of a HIT!

Car-Vup 68
Save Cartoon Land from the forces of Oerkeas, courtesy of Coral

Exterminator 78
Lal you! linger do the blast, ing, with Audiganto a first-ever coin-op conversion, and h'e e amashari

Mickey Mouse 84
The most famous rodent in the world hits the Master System and blows everything else into oblivion!

MIGHTY BOMB JACK™



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elite

NEWS



THE HARDWARE

The Gamate measures 168mm x 99mm x 33.5mm, and weighs in at 300g with the four AA batteries (which are thoughtfully supplied) installed. Like the Game Boy, the Gamate (three-inch screen) is capable of producing high resolution graphics in four shades of gray. Unfortunately, the screen is prone to very bad blurring when anything moves across it. The Game Boy also suffers from this problem, but for some reason the Gamate blur-of-vision is much more conspicuous, and consequently, much more irritating.

The machine has a built-in speaker (capable of putting out a grand total of 10 milliwatts of sound) and for those moments of private gaming, the package contains a pair of in-ear headphones, which plug into the stereo jack socket.

Optional extras are a two-player link lead (an item which seems to be a danger on handhelds these days), and a power adapter and a battery charger, to save on those hefty Ever Ready bills. Incidentally, the lack of a colour screen should mean that the Gamate's battery life is considerably longer than that of the Lynx, and should be comparable with the Game Boy's 25 hours.

THE SOFTWARE

There are currently twelve games in the Gamate catalogue, all of which come on PC Engine-style memory cards and cost £14.95. Each game is gifted with an imaginative name (such as Mighty Tank, Mini Golf, Tennis or Galaxy Invaders), and the sort of bizarre storyline which can only have been caused by a hall-qualified translator.

Witty Apes (the card you get with the machine) is a sort of platformer-end-ladders caper along the lines of Lode Runner which puts the anonymous (and witty) Apes up against nasty gardeners and 'German Shepherds' ('Achtung! Gail away from main sheep!') in the Kingdom of Fruits.

Enchanted Bricks is a Breakout game, in which (get this) you have to save Little Red Riding Hood's granny by bouncing

GAME-TASTIC, MATE?

There are a fair few portable consoles around at the moment, but the latest to reach these shores is the Gamate. Originally released in the Far East shortly after the Game Boy, it is being marketed in Britain by Joystick manufacturer, Cheeth. Robert Swan took a look at this new beastie, and asked the question, has it got what it takes to better Nintendo's world-beating handheld?



her crystal ball against the bricks in Big Wolf's wall! The only difference in gameplay terms is the fact that the bricks plod around the screen, and nasty sprites appear occasionally to attack the player's peddle.

Finally, we saw Bomb Blaster, an overhead maze game in which you have to find your way out of a haunted mansion by blowing up walls and ghosts with special bombs.

I'm sad to say that all three games were very poor indeed, with graphics bearing a remarkable resemblance to those from the earliest Spectrum games, sound that's enough to have you fiddling with the volume switch in seconds. The blurry screen also makes each one extremely difficult and frustrating to play. Trying to follow the ball in Enchanted Bricks, for example, is enough to drive you completely myopic!

THE VERDICT

The Gemate's biggest fault is the poor-quality LCD screen, which is actually painful to look at for any great length of time. Luckily, none of the games are sufficiently addictive to keep you playing for much longer than half an hour or so.

At £59.95 (only ten quid cheaper than the Game Boy) the Gemate isn't a great purchase. With Nintendo's hand-held grabbing all the big-name licenses, it's hard to imagine the Gemate having any sort of future to speak of, unless Cheetah produce games which, like Tetris, need no big-name selling. Potential buyers would be well advised to leave this on the shelf, and have a look at the Game Boy instead.



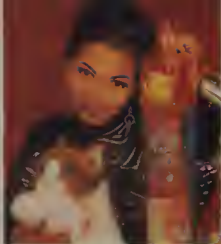
IS THIS A COP-OUT?

After the record-breaking original, and its 'bloody head' sequel, Ocean is planning a third RoboCop game! According to industry journal, Computer Trade Weekly, RoboCop III is penciled in as one of Ocean's big releases for the autumn of 1991. Production is just starting on Robo III, and the word is unlike the first two, instead of being an 18 certificate, the third film will be either a 12 or PG certificate, and will contain a heck of a lot less violence. Will this wreck the titanium-coated cop's image, we ask ourselves? The only way to find out is to wait and see, so keep taking the regular doses of C+VG to find out.

LOADS A LYNX LUNACY

It's all happening on the Lynx, y'know. Apart from the 50 quid price cut, there's a fair few new titles out, and the good news is that there's more to come. Specific dates are yet to be finalised, but the list of releases for 1991 is as follows (deep breath):

3D Barage, 720 Degrees, APB, Basketball, Blockout, Chequered



BETTY PLUGS IT INTO A SEGA

According to that prestigious non-chart-topping organ, Smash Hits, Betty Boop (very attractive young lady - ED) wanted a Sega Master System, with a copy of Chase HQ for Christmas!

Unfortunately, not having the red-hot music biz contacts of our colleagues on Smash Hits, we were unable to find out whether or not Santa did in fact leave said items in her capacious stocking. But we reckon Miss Boop couldn't do better than read C+VG or MEAN MACHINES for the latest in red-hot Sega reviews (End of Thinly-Veiled Plug).

Come to think of it, which machine would you reckon the stars of stage and screen would want for Christmas? Scribble your ideas down on a postcard or sealed envelope, and bung 'em to the usual address, marked 'I BET DON ESTELLE WANTS A GAMEBOY' (Um, yeah... - ED). The funniest (or weirdest) will be on the receiving end of a mystery prize, so get thinking!

Flag, Gndrunner, Casino, NFL Super Bowl, Ninja Garden, PacLand, Pinball Shuffle, Rampage, RoboSquash, Rypar, Scapyard Dog, Shanghai, STUN Runner, Turbo Sub, Tournament Cyberball 2071, Vindicators, Warbirds, World Cup Soccer and Xybots!

Phewee! Watch out for reviews of the above when we can get hold of copies!

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POCKET PIRATE SHOCKER!

Ruddy heck, those Japanese are a bit on the inventive side, aren't they? Obviously bored with the Game Boy, Game Gear, Lynx, TurboExpress and all the other portable consoles available, some electronics whiz has come up with - wait for it - the portable Nintendo! As you can see from the pic, it looks a bit cumbersome and you still have to plug standard Nintendo joy-pads into the unit so it's not the sort of thing you could slt play on the train.

But no, well, because the thing is, y'see, the unit is completely illegal, so there's no chance of ever getting your grubby mitts on one! Codenamed the "Express", and built by Japanese tech noperates from the guts of a normal NES, it can use all existing Nintendo games! Oh, well, never mind, there's always the Game Boy (which is perfectly legal, and doesn't make you go blind).

THE AMAZING TANGLE-FREE JOYSTICK

Having problems with your joystick leads getting all tangled up? Well, we at C+VG have no such problems because those lovely people at PC Engine Supplies (who are changing their names to Console Concepts) of Stoke

COMMODORE CARTS A-GO-GO!

For those of you that are dribbling at the prospect of new cartridges for the C64 or GS, you may be more than a touch interested in two new carts about to hit the streets. Both are compilations of old software which have been repackaged by The Disk Company, and both cost £24.99. The first cartridge, Fun Play, contains three old Code Masters budget games, namely Pro Tennis (decent tennis game), Pro Skateboard (decent skateboarding game) and Fast Food (simplistic maze o' food game). All three are pretty jolly to play, but we suspect that most 64 owners would rather pay less than a fanner for



we're kind enough to send us down the Freedom 16, an infra-red stick with no wires! Wireless joysticks aren't a new idea - by any stretch, so we had a look to see if this new stick improved on the theory.

The stick itself is quite responsive, and does the job nicely - the main problem is the infra-red idea, which is the whole basis of the controller. Unless you're playing in a secure environment (ie not the C+VG computer room), it's quite easy to break the infra-red beam, rendering the joystick suddenly ineffective in the midst of that death-defying leap! Another hang-up is that the thing needs four AA batteries - so if these pack up half way through a game, you're smookered!

If you've got batteries coming out of your ears, though, you could try ringing the casualty department of your nearest hospital! Haha, ahem, no PC Engine Supplies (or rather, Console Concepts) are on 0782 712759.

the tape versions than £25 for the cartridge.

The Disk Company's other cartridge is much better value, though, and features three of MicroProse's best C64 games ever - Rick Danger (our highly addictive platform game), MicroProse Soccer (excellent foofy sim) and Stunt Car Racer (primo drive 1 ama!), for the same £24.99!

GREMLIN HIT IT

Gremlin have unleashed the 16 Bit Hit Machine, a compilation for the ST and Amiga consisting of Super Cars Skiddz, the totally awesome Switchblade, and Axel's Magic Hammer, for the grand total of £24.99. So, if these titles are getting you drooling at the mouth, grab those notes, and high-tail it off down to Mr. Gumby's Little Shop of Software, and grab it quick!



ALL CHANGE PLEASE!

With the results of our extensive survey in, we've come to the conclusion that you lot want C+VG to have a super spiffy new look. So, the mag you're holding in your sweetie palms right now is about to undergo the most intensive dramatic surgery imaginable, and will emerge from the operating table next month even better than before! Impossible, we hear you cry! But no, because we have an all-new designer who goes by the name of "Jon Bilington" (ex of Titan Books!), and we intend to make Bilington's best-selling computer mag even more colourful, more informative, and even more gob-smacking than you could possibly imagine, and for the same super cheap price of £1.30! Aren't we good to you?

JOURNALIST REVEALS FAMICOM SOURCE!

Many apologies to Advanced Console Entertainment of Osnauburg St, London, who were kind enough to loan us the Super Famicom for last month's feature. So overwhelmed was Rob by the machine, he forgot to include a "thank you"! So here it is. Thank you.



CART PLAY

SHADOW OF THE

A WHOLE NEW WORLD
WITH COMMODORE
IMMEDIATE ACCESS



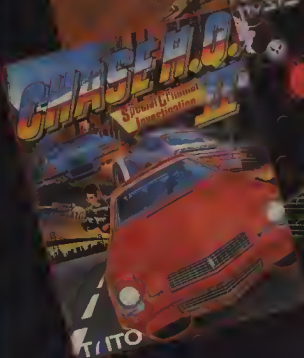
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meanTM

FROM ALL GOOD
SOFTWARE STOCKISTS



REVIEW ST

TEAM SUZUKI



BY GREMLIN

The Suzuki 800 - a mean, sleek powerful racing motorbike capable of a top speed of 186 mph, and the subject of Gremlin's latest racer. The object of the game is to become World Champion, by winning as many races as possible during a season of sixteen - all raced around various circuits from some of the most challenging courses from around the world!

There are three classes of bike to ride - the 125cc (the

easiest to ride, as it has mastic gears), the 250cc, and for the real headcases, the 500cc, favoured by such riders as Kevin Schwantz and Neil Mackenzie. After choosing which class you want to race in, you can either drive a practice circuit, go in for a single race, or go the whole hog, and enter for the full season.

The courses and the bikes are displayed in filled 3D vector graphics and the race can be viewed either from the rider's point of view, or (if in practice mode) from any

angle (although looking at the bike from about two feet in front is not a good idea at 120mph!). If you think a rider may be burning up behind you, you can take a quick peek over your shoulder, and act accordingly - but don't look behind for too long or you'll be in trouble!

If you lose control of the bike and end up tearing across the grass, or hit another rider, a certain amount of damage is sustained - when this reaches 100%, the bike goes out from under you, and your race is over!

**C+VG
HIT!**



Don't forget that throttle!

▼ *Ride the bikes make the gameplay faster.*



SQUEALS ON WHEELS

The Suzuki 500 is one hell of a rapid bike, and the apexes are just as stunning - cast your eyes over this little lot!

MAXIMUM SPEED ACCORDING TO GEAR

1ST - 61 mph
2ND - 98 mph
3RD - 121 mph
4TH - 142 mph
5TH - 156 mph
6TH - 166-186 mph
(depending on gearing set-up)

ACCELERATION TIMES

TO 60 MPH 2.6 secs, but can be as much as 0.7 sec quicker, depending on the gearing set-up.



SQUEALS ON WHEELS

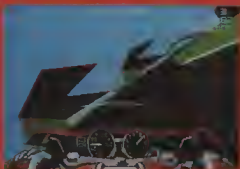
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1ST - 61 mph
2ND - 98 mph
3RD - 121 mph
4TH - 142 mph
5TH - 156 mph
6TH - 166-186 mph
(depending on gearing set-up)

ACCELERATION TIMES

TO 60 MPH 2.6 secs, but can be as much as 0.7 sec quicker, depending on the gearing set-up.



▲ Approaching the grandstand - where are the cheering fans?

▼ Can you catch that rider in front?



▼ The crowd goes wild as you cross the finish line!



UPDATE

Team Suzuki will also be appearing on the Amiga in January. It'll be the same game at the same price

ST
£24.99

The difference between a good bike sim and a car racer is that the bike has to find right, and has to be responsive enough to flip around corners without crashing off the track. Team Suzuki is this and more, and I was amazed to find it even outpaces Lotus Esprit Turbo Challenge for sheer speed and excitement. You actually get the feeling of screaming down a straight at 150mph, something none of the bike racers released so far have been able to achieve! The 3D is so smooth, and updates incredibly quickly - if you switch off the dashboard and the rider sprites, the whole thing whizzes along at an absolutely unbelievable rate! With most racers, the forward viewpoint would be enough to get the most out of the game, but here the added camera viewpoints really enhance the action - ever tried racing upside-down? Essentially, this is the best, fastest, most exciting and challenging racer available, and an essential piece of software for anyone's collection!

ROBERT SWAN

GRAPHICS	97%
SOUND	89%
VALUE	93%
PLAYABILITY	95%

OVERALL 95%

C+VG HOTLINES

WIN A SUPER FAMICOM!!

0898 555 539

Yes, you did read correctly! The greatest console in the whole universe could end up in YOUR bedroom. Not only that, we're giving away a copy of the superb Super Mario 4 and that topper racer, F-Zero! Get to that 'phone and dial the number above - Immediately!

WIN A MEGADRIVE

0898 334 150

Phwoari What a corkin' little bleeder that Mega-drive truly is! With 16 bit's worth of coin-op quality processing power you can't go wrong - so get to that 'phone now and dial away! You could be the winner!

WIN A LYNX

0898 555 537

Yowzeroonel It's all systems go on the Lynx front this month. Check out the news for the amazing line-up of forthcoming Lynx games! If you fancy getting a piece of the handheld action then dial away and your dreams could come true!

WIN A GAMEBOY

0898 555 538

Phoo 'eck! Everybody's going Gameboy crazy and no mistake! The flippin' things are popping up everywhere, and one could well be popping up in YOUR letterbox if you get to that 'phone and dial NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 44P PER MINUTE (PEAK) AND 33P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.



THIS CHRISTMAS

Remember

IT HAS TO BE

S Y S T E M 3



NINJA *Remix*

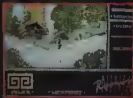
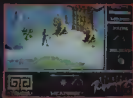
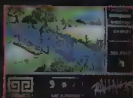
NEVER BEFORE
RELEASED ON

System 3 are recognised as Europe's leading original game publishers.

Last Ninja Remix has the best graphics yet seen on a 16-bit machine.

True life animation arcade quality backgrounds. This is a 4 double sided disc product giving the player the ultimate challenge for a martial arts arcade adventure.

IT'S PERFECTION.



SOFTWARE LIM

£24.99



Crappy new year, YOB fans! They've only given me two pages to fill this month (which means they pay me less - skinflints), but I've managed to squeeze a right old stack of weirdo letters into the first Mailbag of the year. If you've got something you want to say in next month's Mailbag, write to me at YOB'S MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FAR-RINGTON LANE, LONDON, EC1R 3AU.

GIBBERING IMBECILE OF THE MONTH

Oi YOB,

I am the mad, gibbering magician I can see mysterious, magical things arising, such as me casting a mysterious magical moo-ha-ha on you (gibber) if you don't answer these quizzles (and no, it's not about Megadaves so you better answer them or else)...

1. I thought your December leh was great with 50 more pages and lots more reviews, so are you going to keep it up?

2. I've got an EGA PC and I'm wondering whether to get Hard Drivin' or Ivan 'Iron-man' Stewart's Off Road Racer. Which do you think is the best?

3. Are the letters with darker backgrounds the ones that get a software prize?

Gaz the mysterious Moo-ha-

haing gibbering magician and his psycho monk friends, Knutsford

PS YOB, you'd better print these quizzies or me and my psycho mates will be sending you a little present, Gibber. Like a letter bomb. Gibber.

YOB: Jeez, or should that be Gaz! I must really be scraping the barrel if I'm reduced to printing rancid little literary efforts like yours. Still, in answer to your questions:

1) C+VG is going from strength to strength. Watch out for next month's super-re-designed issue - it'll blast you off the face of the Earth!

2) What a stupid question! Those games are completely different to one another! As it goes, Hard Drivin' isn't bad (Hard Drivin' 2 is even better) and Super Off Road is simply brilliant - if a little easy.

3) No.

As for your inane parting comments, I've seen more

coherent thought coming out the wrong end of a horse. I seriously recommend a controlled dose of reality to bring you back to this world.

VILLAGE IDIOT OF HAVANT

Dear YOB,

I own an Atari XE 800 and I was wondering if there is any way of running Atari ST disks on it? If so what equipment would I need?

SP Emery, Havant, Hants
YOB: I can think of plenty of "equipment" that you need Mr. Emery (a functioning brain and a modicum of intellect for starters), but I don't think it would solve your problem. For crying out loud, if you want to play ST games, buy an ST! My word, what a cheap akate!

WIMBLEDON Y-FRONT RIDDLE

Dear YOB,

I used to dig your mail bag and I thought that you were a well 'ard dude until one day I lost my US Marines Sea Harrier. I came across a dump yard and I went in and found a well with YOB written on it. I found a fridge nearby, so I opened it... There I found a pair of 100% nylon purple ekiddy Y-fronts marked YOB on the label Alex Grant, Wimbledon, London.

YOB: Yeah, sure you did. I should think the chances of that happening are roughly equal to the chances of someone locating your brain call. What sort of cratin akute around a dump collecting pairs of soiled Y-fronts, any way?

LAWN-MOWER BLOCKHEAD

Dear YOB,
I am a 12 year old New Kids on the Block fan and I have a serious problem (too right - YOB). It is that my favourite game is Advanced Lawn Mower Sim and my chums seem to reject me for this. I have not seen any reviews for the game, so here is my own.

Graphics - 98%
Sound - 79%
Value - 93%
Playability - 90%
Overall - 87%
It is the best game I have ever played - even better than titles like Robocop 2. I wonder why such a great mag doesn't do more reviews on such fab games. I hope you print this letter to advise other computer owners to buy such an ace game Jonathan Russell, Deal, Kent.
YOB: I'm not surprised you haven't seen reviews for this game. Perhaps it's because it doesn't actually exist. A bit like your taste in music, or maybe your brain.

SPOT THE PRAT

Dear YOB,
Or should I say Tracy Barlow's boyfriend 'Jame'? Yep, it's you. I know he he hal you thought your secret was safe with that drawing of a punk. Well, I know about that too. He is the chief of the chippy down the end. He is the dude who told me about you. I got a lot of information about you as it happens - you're really 16 with bad looks and you smell (as the chef has sprayed bad breath on the wall). It was a secret message from him. He said you paid him a thousand quid to do his sketch. Know if you don't print this letter you're a ginger-haired git with specs, who is such a wimp that he won't admit it. If you do I am probably wrong.
Dean Bailey, Secret Spy, Stockport, Cheshire (half) YOB: Hang on, let's work this out. If I admit I'm a ginger-haired wimp, then

I'm probably not?? You've got a awfully twisted sense of logic, Dean, and maybe that would help explain your other idiotic little jottings. Any way, I wouldn't touch Tracy Barlow with somebody else's barga pole.

GUY SIMMS STRIKES BACK!

Dear YOB,
I have a friend called Muhmad Ahmed who owns an Amiga. I happen to own a Megadrive and think that my console can blow the Amiga into deep space, don't you think? Pul Muhmad in his place.
Guy Simms, Sanderstead, Surrey
YOB: Oh no, I heard about you last month and it looks as though you certainly live up to expectations. Both the Megadrive and Amiga excel at different types of games. You'd have to be a narrow-minded prat to think otherwise. Know what I mean?

LIFE-SAVING TIPS AHoy!

Dear YOB,
I thought I would write in and give you and your readers some life-saving tips on how to become better games-players. It, for example, you are having trouble with those type of games where you are given a certain number of lives in which to complete it, but never get that far, well, the solution is simple. Every time you lose a life get your best friend to smash you in the face with a mallet and in no time at all you'll be clocking up those highscores as if your life depended on it (which in a sense would be true if you are extremely poor at the game). This method also works with simulations, but instead of a mallet you equip your friend with an Uzli. My scores have improved no end and my circle of friends grows bigger by the day. I have also come up with a spectacular new concept that will blow the Game Boy right out of the water. Simply saw

the legs off your computer table (if you don't own one, the dining table will do), glue your Amiga (or whatever) to the table (not forgetting the monitor, power pack etc) Next, attach the whole thing to a harness, sling it over your shoulder and off you go. The only limit to how far you can travel is the length of your father's extension lead. See, all that for the price of a tube of superglue! Easy, really. My next project is a 1000 level, 16 way scrolling, 32 colours on screen arcade adventure cum shoot 'em up designed totally with an empty Corn Flakes box and Fairy Liquid bottle (with top cut away). The only problem is how to fit all that code in one box. Any ideas? I better go now, I can hear the surgeon coming.
Steve Broadbent, Germany.
YOB: Make sure you get him to clean it up.

PROFESSIONAL LUNACY

Dear Dede,
Darth Vader and Yoda are back by popular demand to share our knowledge and timeless wisdom with the nauseating adolescents who 'read' your magazine. The reason we haven't written for such a long time is that we've been 'hard' at work at TAC headquarters developing games for the amazing new CD machines - but more of that later.

By the way, we read with the interest the advertisement relating to 'snogging' and 'tongue sandwiches'. But alas, when ringing up in pursuit of this explosive information we heard nothing about sandwiches, breed rolls or even the odd Chelsea bun. Do you think you could pass on the recipe for a 'tongue sandwich' and maybe help out with our £2,387 'phone bill?

Any road up, we've been developing a number of exciting titles for Commodore's brilliant new CD-TV. But Commodore also have a number of new CD machines in the pipeline. As you've probably guessed we're talking about the red-hot CD-Washing Machine (with CD-quality whiteness), plus superlative extras like the CD-Toaster and CD-Lam-

pshade. We've written over 800 games for these technological marvels including the officially licensed Cliff Richard Mud Wrestling game (with CD-quality soundtracks playing in time with the action!). Codemasters have also signed us up for their fantastic new Suzi Quattro range of CD Mega Games. Watch out for Suzi Quattro Goes Fishing. Hours of CD-quality addiction as you help Suzi find her wei plaice. Good, eh? Any way, buy fur now (except eal).



Darth Vader and Yoda, Secret TAC Headquarters, Somewhere Secret Near Lowestoft (but not Cramér).
PS: Thanks to our Appreciation Society for writing last month, but perhaps we should remind them they're four months behind with their membership fees and we could do with the cash. Know what we mean?
PPS: Did you know that MEGA YOB is an anagram of GAME BOY. Just don't tell Elton John!
YOB: Ermm... right... Can anyone top these guys for sheer comic lunacy?

From the programmers of Sekworm, the shoot 'em up of the eighties, comes SWIV, the shoot 'em up of the nineties.



STORM

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AVAILABLE ON AMIGA, ATARI ST, CBM 64, AMSTRAD, SPECTRUM



UNIQUE
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LOADER
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Computer-aided weapons systems on-line, communications equipment operational. System checks complete. All systems combat ready. This of your nation's elite. SWIV is the different view of the ever-changing battle. Five power, fighting together.

Primary Objective: Destroy enemy control bunker.

Secondary Objective: Destroy enemy units. The destruction by the use of all enemy units.

SWIV - No one knows what it means, but everyone will know it when it arrives. Coming soon.

"Destined to be THE Shoot 'Em Up of the year." Amiga Computing November '90

"Superb live under 'Em Up Stunna." Zero November '90

Illustration shown is from the Amiga version.

PLAYMASTERS



Looks like I have to start of this month with an apology to all you Amstrad owners, seein' as last month's Amstrad tips went up the spout a bit. Oh well, not to worry, 'cos I've reprinted them this month, along with a bumper selection of hot tips for all you devious game demons! If you reckon that you've got some decent tips then send 'em all in to Playmasters, C+VG, Priory Court, 30-32 Ferringdon Lane, London, EC1R 3AU. It could be you that's on the receiving end of £150.00 worth of games! Wow!



ALL FORMATS

TIME MACHINE

Cunning cheat modes courtesy of Vivid Image themselves! For all you Amiga and ST owners, entering DIZZY on the high score table will endow you with infinite lives! Also, keys A and S will enable you to select screens in the current time zone. C64 owners should type VIVIDIMAGE very quickly on the title screen (if you managed it, then screen will go blank for a couple of seconds). Sorry Spectrum and Amstrad owners, there's no cheats for your game - and that's official!

HAMMERFIST

Yet more Vivid Image mayhem! On this tricky flick screen platform game C64 owners should type YCY in the high score table for infinite lives. Similar effects can be achieved on Speccy and Amstrad games by pausing the game, typing YCY and then unpauseing it. For Amiga and ST owners, typing I WANT TO CHEAT (backwards, including the spaces) will have the desired effect. Not bad, eh?

AMSTRAD TURRICAN

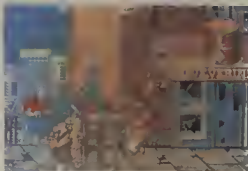
Press Tab when playing this game and not only will you be advanced to the next stage, but you'll also be greeted with infinite lives! Nicholas Cooper from Scunthorpe sent that one in.

POWER BOAT SIMULATOR

Nicholas Cooper also reckons that pressing ESC in this Codemasters effort and then typing 1,2,Z,X, and then the space key will endow you with infinite lives!

AMIGA JAMES POND

A flippin' good Millennium game with a lopper cheat to match. Simply press down



the keys P, O and I with any of the keys on the bottom row (Z, X, C end so on) to instantly transport yourself to a different level! To very much to Kate and Tim Drinkhall from Denton in Manchester.

SHADOW WARRIORS

Start a two player game and when you have no credits

left, wait until it asks you to swap disk. Swap them and press 1 and 2 together. Keep pressing them until the credit screen loads. Continue the game and you'll have unlimited continues! Good eh? Well, you've got Christopher Baker of Barry to thank for it!

OOPS UP!

Some choice codes to access some of those hard to reach worlds, courtesy of Daniel Balkwill from of Gwent.

- Level 10 D04G
- Level 20 DK49
- Level 30 10F4
- Level 40 4G7H
- Level 50 S04L
- Level 60 MC90
- Level 70 FUK0
- Level 80 EB01
- Level 90 A234
- Level 100 4793

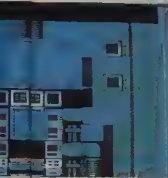


chinese" own Gary Herrod for that tip.

SEGA SHINOBI

An evergreen Sega cart, and if you follow this tip (courtesy of Matthew Bickham of Australia) you can get double magic. Just shoot the blue ninge when it runs across the screen then shoot all the green ninges and double magic is yours for the wasting!

ALEX KIDD IN MIRACLE WORLD



If you're having trouble getting the travel pass, then follow that man Matthew Bickham's advice. Simply go to the temple and pray 100 times. The gods will heed your prayers and a pass is yours!

TIME SOLDIERS



In a two player game, one of the men can walk off the bottom of the screen. You can then shoot at the soldiers to your heart's content, but you can't be shot or killed! Stephen Dunham from Peterborough sent that tip in.

C64 SKATE OR DIE

Damian Watson and Jonathan Hodgkin have discovered a means of making your board hover whilst jumping! All you need to do is pull another stick in the other joystick port. With the normal stick, jump and pull down sharply. With the other stick push up and fire at exactly the same time. Now you can make your board stay in the

air all day, and complete the level with ease!

VENDETTA

D Craig from Brisbane in Australia came up with these cheats. To advance a level hold down B, U, N and T at the same time. This cheat works on absolutely any level!

SPECTRUM

NINJA MASSACRE

Matthew Hallam from Walthamstow in London has created this list of passwords to get you further into this Code-masters effort.

Level 5: SNOW
Level 10: EASY
Level 15: RACK
Level 20: BLUE
Level 25: STAG
Level 30: HULL
Level 35: BEER
Level 40: BARD
Level 45: STAR

MEGADRIVE GOLDEN AXE

Select a 1 player arcade version then hold diagonally down and left making the warriors spin continuously on the character select screen, then press A and C then reverse everything and push start. You'll now have nine continues! Pretty damn awesome and no mistake. Thanks to the 16 bit boys and Captain N (sound like a right pair of loons to us).



SHADOW DANCER

Crikey! eck! Shadow Dancer is a pretty boring Shinobi game and no mistake. Still,

try this cheat for size. To select any stage, on the title screen press down the A, B and C buttons and then press start. A new option will be displayed that enables you to start wherever you want!

PC ENGINE BATMAN

To take you to the end of this PacMan-type effort, go to the password screen and make the first sprite a Joker facing away from you. The second should be a Batman looking at you, the third should be a Batman looking left and finally the fourth should be a Joker facing left. Thanks to Anthony Bennett of Derbyshire.

DUNGEON EXPLORER

That strange bloke, Kwon Man (is this guy for real?) has sent in a list of code words for his character - HARMET. In this groovy RPG gauntlet-esque Engine game,

1. IMGAJ-MDPAI
2. IDGNG-DMMNI
3. IDJLI-DJHKC
4. IMJLG-MGEHC
5. IFHJI-NHHFC
6. IJIGI-GOJFO
7. IEPAP-FMBPE
8. IBAHA-FDCCE
9. IEKHP-PIJLM
10. IBFKF-PCKGM
11. IOAMA-FHBBG
12. IDAGA-FPEBC
13. IMPOA-FPHMC



DOUBLE DARE YOU.

Blue Max

ACES OF THE GREAT WAR

WWI Air Combat Simulation

Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Fokker, Sopwith, Mannock, Bucker fighter—and learn their tricks and techniques.

- Action dogfight solo, and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
- Strategy Daylight: For the skilled pilot! Blue Max acts like a highly-intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- 8 airplanes to choose from, each with its own highly detailed flying characteristics.
- Perform missions with an, or against the Axis of the Great War.
- Dozens of historical missions around 8 different locations with France.

How strong are you? At 2,000 feet, with an DRL on your tail! Forget glory—survival.



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• ORIGINAL MUSIC,
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BLASTER, ADLIB
SYNTHESIZER
CARDS

DAS BOOT

GERMAN U-BOAT SIMULATION

After 1941. The icy waters of the North Atlantic. The deeper you dive, the greater the pressure. Deeply changes explode around you, hanging on the hull of your U-boat like mon fists. Nerve and cunning make you the terror of the Allied comms.

- 3D submarine warfare: For the first time, a sub warfare game lets you dive with threats below and above the surface in a true three dimensional environment.
- Real communications: Use the German Enigma coding machine to send and receive information.
- Many missions to choose from—into the North Atlantic and Arctic, Iceland along the coast of Norway into the Bay of Biscay and through the Straits of Gibraltar.
- 3 different levels of difficulty, from beginner to realistic.
- 3D graphics on 256 VGA colors, with multiple internal and external camera views in a complete 3D world.

Do you think well under pressure?
How about 300 pounds per square
inch of pressure? Take a deep
breath, captain...



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view field
under North



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HIGH SCORES

Hi there! Welcome to the super-fantastic high-scores section, where the most supreme games-players of the age can see their names in lights. If you reckon your name should be here then send your scores on a postcard or sealed down envelope to OFFICIAL UK HIGHSORE TABLE, C-VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.

SEGA

ACTION FIGHTER
8,900,995 Robert Wigston, Llanark-shire, Scotland
AFTERSUNNER
17,404,100 Kenneth Royle, Craig-shill, Livingston
ALEX KID0 (L0ST STARS)
1,294,500 Oanna Watts, London
ALIEN SYNDROME
270,100 Daniel Curley, Manchester
ALTERED BEAST
270,908 Gavin Wainwright, Harlow, Essex
AMERICAN PRO FOOTBALL
580,7 Karl Clark, Cleveland
ASTRO WARRIOR
1,280,600 Grant Wolaninohma, Blackburn, Lancs
AZTEC ADVENTURE
267,100 Michael Gooda, Cardiff
BOMB RANG
4,561,200 Carl Smith, Hertford Heath
BLADE EADLE 3D
95,000 Richard Bat, Beddington, Surrey
BOMBER RAID
1,313,500 M O Baker, East Orin-stead
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilt
FOOTRAG: 192,840 James May, Birtchington, Kent
SURFINO 10 0 Robert Wigston, Llanark-shire, Scotland
SKATING 5160 Robert Wigston, Llanark-shire, Scotland
BMX 175,700 Robert Wigston, Llanark-shire, Scotland
FLYING DISK 1700 Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 482,270 Karl Marsh, Qld-ham, Manchester
CNOPLIFTER
1,000,200 Robert Wigston, Llanark-shire, Scotland
DOUBLE ORAGON
1,094,100 Rory Miter, West York-shire
DYNAMITE DUX
765,290 Robert Wigston, Llanark-shire, Scotland
FANTASY ZONE
109,646,900 M G Baker, Qumstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
DALAXY FORCE
422,400 Ian Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maahan, Gwent
GLOEON AXE
245,0 James Nooks, Worcs
GHOST HOUSE
1,368,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hout, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
83-9 Stewart Cole, Nantborough
DREAT GOLF
53 Colin Boyes, Australia

HARD-ON
8,533,264 Euan Melleson, Ross-shire
KINGSIDE
905,100 Michael Gooda, Cardiff
MY NERO
15,083,500 Mark Polkovdakis, Australia
OUT RUN
65,742,300 Richard Ericot, NSW, Australia
PENDULUM LAND
Levitt 22 Steven Gemma, Hereford, Middx
POWER STRIKE
65,742,300 Paul Stokes, Abertard
PRO WRESTLING
667,100 Tim Gader, Victoria, Australia
QUARTET
3,170,610 Gareth Wills, Bristol
RAMBO III
95,360 David Barnes, Sawston, Cambridgeshire
RAMPAGE
851,800 David Barden, Norwich
RASTAN
1,461,100 David Buckland, Bristol
RESCUE MISSION
579,800 Michael Cahill, Sutton, Surrey
R-TYPE
7,873,400 Scott McGrath, Swindon, Wilt
SAFARI HUNT
9,344,200 Sasabji Singh, Peasborough
SECRET COMMAO
3,315,000 Julian Lloyd, Leamington Spa, Warwick
SPACE HARRIER
1,560,100 Mark Polkovdakis, Australia
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,701,000 Alexandria Thimany, Belgium
VILANTE
195,700 Stephen Pope, Chorley, Lancashire
WONEROBO (MONSTERLAND)
10,509,990 William Wong, N Stockport, Cheshire
WONEROBO II
999,999 Andrew Bowley, Lancaster
WORLD SOCCER
41-0 Karl Clark, Cleveland
ZILLION II
1,029,800 J Cunningham, Sevenoaks, Kent
MEGADRE
AFTERSUNNER
27,861,520 Daniel Sullivan, Coventry
ALTERED BEAST
2,898,600 Paul Whastley, Notts
BATMAN
662,000 John McIntyre, Denton, Manchester
COLUMNS
25,270,844 John A Berry, Radhill, Qld
OUT RUN
9,533,700 Jonathan Tibbrook, Sheffield

E-SWAT
321,100 John McIntyre, Denton, Manchester
FINAL BLOW
3,189,520 Shajid Matry, Aylesbury
FORODOTTEN WORLDS
1,845,200 Robert Golden, Lymington, Hants
GHOSTBUSTERS
10,827,000 Neil [awful signature], South Benfleet
GHOUls AND DHOStS
912,300 Daniel Sullivan, Coventry
GOLDEN AXE
371,5 Glen Williams, London
HELLFIRE
1,267,540 Mark Hurcombe, Lichfield, Staffs
INSECTOR X
2,322,300 Mark Hurcombe, Lichfield, Staffs
MOONWALKER
48,810 Mark Hurcombe, Lichfield, Staffs
NEW ZEALAND STORY
522,380 Nigel Weston, Wiltshire, Chesham
PHILIPS
2,140,200 Mark Mangal, London E3
RAMBO III
1,277,350 Jason Weir, Wabach, Cambs
SPACE HARRIER II
27,315,700 Mark Hurcombe, Lichfield, Staffs
SUPER HANG-ON
Beginner: 55,452,580 Anonymous, Somersham
Junior: 59,895,600 Matthew Adamson, Amersham
Senior: 76,158,460 Matthew Adamson, Amersham
Expert: 83,772,840 Simon Cumpsey, Kirkham, Lancashire
SUPER MONACO GP
4,673,900 Peter Alport, Surrey
SUPER SHINOBI
9,999,600 Daniel Sullivan, Coventry
THUNDERFORCE II
2,560,990 Paul Blustow, Erith, Kent
THUNDERFORCE III
6,611,550 (Mama level) Martin Trawen, Tauxton, Somerset
ZOOM
209,530 Andrew Croft, Quesbury, West Yorkshire

NINTENDO

BALLOON FIGHT
995,450 James Rolfe, Tottenham, London
BATMAN
487,895 Edward Robertes, Suffolk
CASTLEVANIA
1,226,350 Gary Tind, Pinner
CLUCK HUNT
2,135,000 Carl Ellis, London
DOLF
65 Tom Wernberg, Halmstad, Sweden
ICE CLIMBER
268,800 Matthew Ratliff, Australia
KUNG-FU
1,221,800 Rax Hainingborg, Sweden
GHOSTS AND DOBLINS
303,400 Stellan Stenvold, Norway
G-RAOUS
15,550,000 Oanny Stevens, Stafford
LIFE FORCE
688,730 Stellan Stenvold, Norway
MEDA MAN
3,295,100 Adam Walsh, Ryde
OPERATION WOLF
1,111,400 James Short, Hants
PRO AM RACING
333,776 Tim Gader, Victoria, Australia
RUSH 'N' ATTACK
2,262,800 Stellan Stenvold, Norway

SUPER MARIO BROS
9,999,000 David Hillhouse, Workington
SUPER MARIO BROS II
Completed James Tatham, Southwell, Notts
SUPER MARIO BROS 3
2,550,730 (completed) Hampus Eriksson, Stockholm, Sweden
TEENAGE MUTANT NINJA TURTLES
238,900 Stuart Cuthbertson, Winsford, Cheshire

GAMEBOY

BATMAN
365,620 Michael Simpson, Otagow
SUPER MARIOLAND
998,999 John Youssert, Fomby, Merseyside
TEENAGE MUTANT NINJA TURTLES
106,100 Leo Yeung, Nelson, Treharn
TETRIS
311,627 Gareth Harper, Co London-perry, N Ireland
QUARTH
1,400,500 Julien Rignall, C+VG

PC ENGINE

ALIEN CRUSH
1,000,300 Steve Creasey, Dorling, Surrey
ALTERED BEAST
578,000 Anthony Bird, Cheshire
ATOMIC ROBO-KID
11,465,100 Stephen Simpson, Ditley
BEODDY WOLF
2,679,600 James Overbury, Chantenham
CHAN AND CHAN
2,300,500 Stephen Simpson, Orley
CHASE HG
3,230,100 Nathan Russell, Ifford, Essex
DEEP BLUE
201,930 Steve Creasey, Dorling, Surrey
DEVIL CRASH
158,095,500 Bryan Servante, Stevenage
DRUNKEN MASTER
999,000 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,872,840 Oanny Oglethorn, Workington
DALAGA 99
1,438,480 Bryan Servante, Stevenage
GUNHED
14,862,130 Aaron Marshall, Bristol
KLAX
908,200 Richard Leadbetter, C+VG
LEGENDARY AXE
3,678,260 Davis Ross, Boreham Wood
NINJA WARRIORS
250,200 Wai Sing Liu, London
ORDNEY
626,450 Bryan Servante, Stevenage, Herts
P-47
1,278,840 Oanny Oglethorn, Workington, Notts
PC KID
261,430 Austin Walton, Carlisle
POWERDRIFT
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Let me introduce myself - I'm Sodle, and I've been brought in by those revolting delinquents, the C+VG crew, to supply the commentary on these so-called challenges and bring some much-needed order to the situation. This month the game being played is Kick-Off 2, a line football simulation based around the noble art of booting balls. Sounds like my glass of champagne.

THE PLAYERS LINE UP

Five challengers massed at the squalid C+VG offices - the place where I wipe my boots on the way out, rather than on my way in - one misty December morning to play Kick Off 2. Anco's brilliant football game.

The players were a Steve Scream - Kick Off 2's designer, Gavy "wobust" Hawwood (MEAN MACHINES' illustrator and man of clear enunciation, who recently had his hair cut off and now looks like an albino coconut with mangle), C+VG's loud, long-haired trippy hippy - Julian Rignall and finally Liam Dystant, the valiant reader whose job it was to destroy the enlarged egos of those present. Oh yes, and for sheer comedy value, C+VG's hapless hopping headbanger Robert "oo-ahh" Swan, who recently injured his leg in a staircase accident - obviously his brain wasn't capable of sending the correct signals to his legs to negotiate the simple barrier.

I looked forward to a repeat performance of last month's challenge, where the limping, gibbering cretin was shamefully beaten into third place - halp!



KICK OFF LEAGUE

I decided to split the challenge into two sections, a league system where all the participants had to play with one another, and a knock-out competition, and without further ado I ordered league play to begin.

MATCH 1 - ROB vs LIAM

Rob, the token C+VG cripple, has a reputation for being the worst Kick Off 2 player in the northern hemisphere, so I was confident that Liam would do me proud. Just to make things a bit fairer, I threatened that if Rob beat Liam, I'd give him a good kick in his gammy leg. Rob took his seat with a well-squelch. Straight after the first whistle, Rob flicked the ball into the net. Unfortunately, Liam's impressive Kick Off skills seemed to have deserted him until the last moment, when he equalised. Thank God for that - I didn't really want to soil my lovely boots on his filthy personage!

FINAL SCORE: ROB 1 LIAM 1

MATCH 2 - ROB vs STEVE

Rather like a powerful lavatory full of compacted dung, Rob was flushed with success, and went into this match against the favourite, Steve, with confidence oozing from his greasy pores. A few minutes into the game, a smug grin was in evidence on Rob's pasty fizzog - the gammy gil had scored with one of those long half-way line lobbs so despised amongst expert Kick Off players. Much dirty play was displayed as Rob attempted to reduce Steve's players to his own invalid status, and then Steve's misery was made complete when Rob managed to score another disgusting lob from miles away. And with some of the most banal Kick Off play I'd ever seen, Captain Crippy managed to hold on to the lead. Aaaagh!

FINAL SCORE: ROB 2 STEVE 0

MATCH 3 - GARY vs LIAM

Said boy Harrod was brimming over with confidence, even down to bringing out his own flaccid joystick to play with. Liam, who had already been beaten looked worried, and indeed he had reason to - two minutes into the game, the whingeing one scored by intimidating his opponent with foul language. He moaned and whined on for the rest of the match, until poor old Liam's Kick Off skill was reduced to a shambling mass. I vowed that before the day was over, I'd see Harrod whinge with defeat!

FINAL SCORE: GARY 1 LIAM 0

MATCH FOUR JULIAN vs GARY

The first match for C+VG's boy blunder, Jaz, proved to be quite an exciting one - one moment Gary was up Julian's end, and the next, the action switched to Gary's end! After a goalless first half, Julian finally broke the deadlock with a fine round-the-keeper effort, and that's the way the score stayed. I was pleased to hear Gary grizzling all the way back to his desk.

FINAL SCORE: JULIAN 1 GARY 0

MATCH FIVE JULIAN vs STEVE

Ego dribbling out of his ears, the lanky-looking one went into his second match with relish. However, his self-righteous smile disappeared as Steve smashed in an unstoppable shot. Early in the second half Julian got back into the match when he curled one into the back of the net, but victory for him was not to be, and in the final minute his defence became more of a shambles than his halfcut, and Steve sliced his way through to attack in the winner.

FINAL SCORE: JULIAN 1 STEVE 2

MATCH SIX STEVE vs GARY

Having shown up C+VG's self-confessed top player as the true sham he is, Steve went into the next match with Gary 'friends of the tramps' Harrod with much glee. It turned out to be quite a

scrappy match, with Steve scoring early. Gary had one good effort, but the half-time whistle blew just before the ball crossed the line - the whining waffly nearly cried with frustration. I laughed a lot.

FINAL SCORE: STEVE 1 GARY 0

MATCH SEVEN JULIAN vs ROB

'Ool Ah!', whinged the moronic masher as he took his place in front of the monitor, 'ma leg's givin' me gip'. However, the boy who ched cripple proved that luck yet again could triumph over skill as he scored an early goal. Julian ballied in vain (indeed, he is very vain), but could not get his team together. Understandable, because at the end of the match he discovered that his men were in 4-3-3 formation rather than his favourite 4-2-4. Serves the stupid craln right for not checking at the start of the match.

FINAL SCORE: JULIAN 0 ROB 1

MATCH EIGHT LIAM vs JULIAN

Could Liam prove himself this time? He certainly had the chance to, with Julian having just suffered a demoralising defeat at the hands of C+VG's Iron Moron. However, Julian resorted to dirty tactics to ensure victory, and took an Anders Lim-



par-equidive in the area to gain a penalty, which he stuck away. Liam responded with similar tactics, and earned a yellow card before one of his players was given the marching orders. Although he gave it his best shot, slimy Rignall popped another into the onion bag to win convincingly.

FINAL SCORE: LIAM 0 JULIAN 2

MATCH NINE GARY vs ROB

What a pair of plonkers. The man with a revolting growth of slimy face fungus, versus the man with the haircut of a demented sheep. What could one expect from a pair of players whose collective IQ is no greater than my shoe size? Nothing really, and this display of ineptitude proved the point. A match that, like the players, had no character - the only surprise was that Gary managed to score. B-o-o-o-nng!

FINAL SCORE: GARY 1 ROB 0

MATCH TEN LIAM vs STEVE

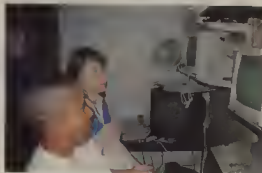
This final match was played under a tense atmosphere. Could Steve win and go top of the league? Unfortunately not - Liam tucked one into the net midway through the first half and managed to defend successfully for the rest of the match. What a revolting development!

FINAL SCORE: LIAM 1 STEVE 0

THE LEAGUE STANDINGS

Proving that there's no justice in this world, maestro of the limp (in more ways than one), Rob 'dying' Swan, managed to end up top of the league. Blinging up the rear as usual was "Jez" Rignall, while Steve Screech only managed a disappointing third. Gary Harrod was typically as close to the bottom as possible, while Liam propped up the table - a big disappointment for me.

	P	W	D	L	F	A	PTS
ROB	4	2	1	1	4	2	7
JAZ	4	2	0	2	4	3	6
STEVE	4	2	0	2	3	4	6
GARY	4	2	0	2	2	2	6
LIAM	4	1	1	2	2	4	4



THE KNOCK-OUT

Perhaps things would change in the knock-out competition. I ordered three other competitors to be found to make up the numbers, and they were brought trembling before me - Matt Regan and Oz Browne from MEAN MACHINES, and Richard Leadbetter from C+VG - before I banished them to join the rest of the mob. All the entrants were put into my leather holster, and then drawn for the first round.

1ST ROUND

GARY 2 MATT 0

The Harrod bounced back from his previous limp performance with a fairly convincing win. Well as convincing as you'd expect against opposition as stiff as a Mr. Bendy puppet in an oven.

ROB 0 STEVE 1

The men whose limp changes with the tide finally saw their luck run out, and received a sound spanking from Steve, even though he tried to resort to dirty tactics! There IS justice in this world, after all!

OZ 1 JULIAN 4

The joke performance of the challenge was kindly provided by Oz, whose sloppy joystick control defined incompetence. Even though the dull fool missed a penalty, he still managed to knock in four goals.

LIAM 0 RICH 1

In a match about as exciting as Rob's dress sense, Rich scored in the only goal.



SEMI-FINALS

JULIAN 2 GAZ 1

With the score at 1-1 at the end of the game, the players went into injury time. Julian scored early on in the first period of extra time, and Gary, as usual, had neither the intelligence or intellect to reply.

STEVE 2 RICH 0

A veritable brawl, with Steve getting two men sent off. But iron-garm tactics proved to be the winner as Rich was beaten into submission.



THE FINAL

JAZ 1 STEVE 4

Steve turned on the style as Julian's so-called "skills" wilted into insignificance as goal after goal was banged into the net. Hat! These C+VG players simply aren't as good as they reckon.

SADIE

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Buy PANG you won't regret it."
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A fast and very playable balloon shoot 'em up - moves like greased lightning."

TIME:087



...the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way! Ocean Software 6 Central St Manchester M2 5NS Tel:061 832 6633

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Midwinter II. Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991



MASTERS OF STRATEGY

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GET NARCED WITH OCEAN!!

WIN AN AMIGA, A MONITOR AND A COPY OF NARC!

20 COPIES OF NARC FOR THE RUNNERS UP!

So I was, like, bein' hassled, like, by this, like, biiiig elephant, right? Only it wasn't like your normal elephant 'cos, like, it had a big machine gun where its trunk should've been and it kept shootin' at me until I, like, tried to get away by flying out of the window, and like, fell, 30 feet onto the pavement and broke both me legs and fractured me collar bone. And then I was, like, lying in hospital for six months until the police, like, traced my whereabouts and convicted me for selling the stuff. That was 50 years ago an' I'm still inside, man..."

This is the horror of drugs, and now you can help put a stop to it! Join the NARC squad in Ocean's ts-badabadooble conversion, which you, yes you, can take part in if you win this equally tsbadabadooble compo.

Ocean are giving away 20 lovely copies of the game on all formats, but for jolly-chief-top-prize they've also got an Amiga copy of NARC PLUS one whole Amiga AND a super-duper monitor so your sister can still watch Twin Peaks while you bliss!

All you have to do... is do the Shake and Vec and p... aha, no. All you have to do is use your eyes to locate the three NARC questions on this page then use your brain to answer them to the best of your ability. Next, get a pen and use it to write your answers on the back of a postcard or sealed-down envelope, along with your name, address and the computer you own, then send it to:

THE I WANNA GET NARCED COMPO,
C+VG, PRIORY COURT, 30-32
FARRINGDON LANE, LONDON,
EC1R 3AU.

1) On the side of the NARC coin-op was painted the right-on slogan, "Where don't...?"

- A. Eat slugs
- B. Use drugs
- C. Paint drugs

2) In the game, you can speed up your investigation by jumping behind the wheel of...

- A. An open-topped Porsche 911 with twin wing-mounted 20mm machine guns
- B. A customised Ford Escort Popular with bonnet-mounted flame-throwers and a 'La Cucaracha' melody horn

C. A lime green Volkswagen Beetle with flowers painted on the side and a "Nuclear Power? No Thanks!" sticker on the back window

3) One of the nastier people in NARC, named Kinky Pinky, bears a remarkable resemblance to a famous test-tube promotional character. Is it...

- A. Colonel Sanders
- B. Ronald the Donald
- C. Mr Wimpy

As usual, no employees or blood relatives of C+VG Images or Ocean are allowed to enter, no multiple entries or we call the Multiple Entry Squad or your local police force and the editor's decision (no matter how stupid) is final

Make sure it gets here
by February 15th
or you won't
get entry
squad

REVIEW SEGA

Eivin Alombender (for it is he) has holed himself up in a 32-room complex, and has used his superior intellect to break into highly dangerous defence computers. He is now holding the world to ransom, threatening to destroy civilisation as we know it by setting off the whole US nuclear arsenal. If Alombender's billion dollar ransom isn't paid by six o'clock, it's goodbye Earth.

Pretty terrifying, eh? Well have no fear, because Agent 4125 has been despatched to Alombender's hideaway to kick some mad scientist ass. Unfortunately, when he gets there, he realises that to get the codes that give him an entrance to Alombender's hideaway bunker, he has to negotiate nightmare screens of

platform terror searching each piece of furniture for the hidden codes. Alombender has also left various kinds of defence robots in these rooms, and one touch from these is near fatal.

However, 4125 can find Robot Snoozes and Lift Resets during his upholstery examinations and these can be used on Alombender's computer terminals to turn robots off for a while or reset lifts in order to get to that vital piece of decor that remains unsearched.

The game is played to a strict time limit and each time 4125 bites the dust, ten

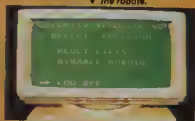
minutes are automatically deducted. If that sounds bad, consider that even if 4125 manages to get all 32 pieces of code, he has to arrange the strangely shaped computer cards into a single code-word that enables him to enter Alombender's hideaway. With only six hours to save the world, this is almost certainly an impossible Mission...

**C+VG
HIT!**

IMPOSSIBLE MISSION

BY NUS GOLD

Logging on to disable
▼ the robots.



▼ A new challenge awaits in Impossible Mission.



Match the notes to earn extra robot snoozes! ▲

▼ in search of adventure - Agent 4125!



Sorting out the codes using
▼ the portable computer.



▲ 4125 recovers a puzzle segment!



SEGA
£29.99

US Gold certainly don't disappoint when it comes to their Saga games. Indiana Jones, Paparboy and Gauntlet are all totally fab carts and Imposible Mission continues the fine tradition. The graphics and sound are both completely terrific. The animation on all the sprites is as faultless as the brilliant backdrops, whilst the sound is ace with decent effects and even speech (who said the Saga's sound is useless?). But it's the gameplay that counts, and US Gold have managed to capture all the tense excitement of the classic C64 game and then some! What impresses me about Imposible Mission is that it truly is a test of skill, both in the arcade and puzzle stages. If you are going to spend your Christmas money on a Saga game, put this one at the top of the list.

RICHARD
LEADBETTER

UPDATE

Not only is Imposible Mission on out and about on just about every computer format, but even the sequel is even available on the 8-bit budget range! Both games on all systems are highly recommended if you like what you've seen here.

GRAPHICS	91%
SOUND	93%
VALUE	92%
PLAYABILITY	94%

OVERALL 93%

U.S. GOLD

LucasArts on the art and science of entertainment

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MUSHA

BY SEGA

MEGADRIVE
£40.00

Aliens are amassing a huge amount of devastating weaponry on one of their colony worlds, and it's up to our Earthling battle squadron to infiltrate the enemy stronghold and deal a decisive blow to those devious, plotting slime. Unfortunately, when the squad arrives at the stronghold they're greeted by a very unpleasant welcoming party, spearheaded by a super-huge destructo-satellite which singlehandedly wipes out the whole of the squad - apart from you.

Armed only with your rocket backpack and a laser cannon, it's your job to blast your way through the vertically scrolling enemy stronghold blowing away any enemies that are despatched to deal with you. On the way to the final confrontation, extra weaponry can be bottled on to your suit, including extra lasers and a variety of super-weapons (twin beam devastato-rays and bombs, for example). Small multiples can also be collected and it's possible to alter their forma-

tion around you so as to provide maximum firing power.

There are six levels that make up the enemy stronghold including the enemy's outer defences, a canyon bristling with enemy firepower and even into outer space itself before the final confrontation with the flagship of the enemy fleet!

THANKS!

Thanks to PC Engine Supplies for the loan of the MUSHA cartridge for this review



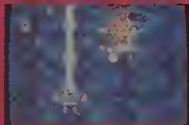
tion around you so as to provide maximum firing power. There are six levels that make up the enemy stronghold including the enemy's outer defences, a canyon bristling with enemy firepower and even into outer space itself before the final confrontation with the flagship of the enemy fleet!

RICHARD
LEADBETTER

GRAPHICS	90%
SOUND	70%
VALUE	68%
PLAYABILITY	76%

OVERALL	70%
---------	-----

▲ Extreme destructive mayhem in MUSHA.



HE'S BACK

Seven levels of muscle-straining, testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

**THE ORIGINAL
ROBOCOP**
THE ORIGINAL
ROBOCOP

YOUR SINGLE 95% "MAGAZINE"
"Good as the original... No, it's not... The child is not it's better" "You won't be shortchanged, it's not" "Great looking, definitely playable, absolutely hell, the best"

AMIGA 700 - 95% - "Spawning greatness!" "Robocop II should be righty good at the product they have created."

BAE 91% "Gorgeous and Top Notch!" "Robocop 2 is a terrific film licence that, with the Immense public awareness is destined for landslide success."
"A good game, will play forever"

ZEO PREVIEW "Robocop 2 is going to be a monster Christmas Smash - No doubt about that"

CBM PREVIEW "Is the game going to be the No. 1 of Christmas" - you bet you are at Betty Jord"

CD AMIGA "It's built on successful as its brother, it'll be a big hit from what I've seen it's going to be bigger than that"



**CBM AMIGA • ATARI ST
SPECTRUM • AMSTRAD
COMMODORE**

ocean

The Marshall of Mega-City One is back - and he still isn't smiling. Those with large memories will remember that Melbourne House released a Judge Dredd game several years ago, but unfortunately it wasn't up to the standard befitting such a character. In Virgin's addition to the saga, *Off Stoney Face* is out to stop another crime wave which threatens to destroy the future metropolis completely!

First off, Dredd has to stop the League of Fatties from gorging themselves on all of Mega-City's food supplies. To do this, he must locate and destroy four food generators,

but this is no easy task - the Fatties are aware of his plans, and are out en masse to put the weight on (so to speak).

Fatties can be blasted, but there are perps (criminal perpetrators, for those who don't know) to be wasted for extra ammo (such as heat-seekers or high-energy shells). Ordinary citizens are around and about, and if these are killed, the crime wave increases dramatically!

Dredd also has his Lawmaster cycle, with which he can zoom around the city at high speed, but for this he has to sacrifice all of his fire-

power (which is strange, as the bike is supposed to have a flippin' great cannon on the front!).

Once the level is complete, Dredd has to move on to new and more dangerous missions, leading up to the climax - Dredd against the four Dark Judges - Fear, Fire, Moris, and a particularly nasty piece of work called Death.



UPDATE

Dredd will be enforcing the law on the Amiga (£19.99), C64 (£9.99) and Amstrad (£9.99) any time now, so look out for an Update in a future issue. The graphics and the gameplay shouldn't be radically different from the versions reviewed here, so don't get your hopes up too high.



▲ Criminal blasting with Judge Dredd.



▲ Atop his mighty vehicle, Dredd is unstoppable!

SPECTRUM £9.99

Marginally better than the ST version, simply because it makes better use of the machine's capabilities. Apart from that, it's exactly the same game, so the same problems with the gameplay applies. Only have a look if you can't live without your fix of 2000 AD, or better still, read a few progs!

OVERALL 54%

GRAPHICS	63%
SOUND	54%
VALUE	56%
PLAYABILITY	51%

OVERALL 55%

REVIEW AMIGA

It's a bit crowded here, innit? ▼



▲ Don't jump, I didn't mean it!

LEMMINGS

BY PSYGNOSIS

Lemmings are lovable little creatures—very cute and cuddly. The only problem is, they're about as intelligent as a cabbage and their suicidal antics usually lead to them biting the dust in a number of hilarious ways. It's your job to join up with the Lemming Preservation Squad and use all the resources at your disposal to stop them dying over four sections of forty levels (that's 160 levels altogether, fact fans).

At the start of each level, the Lemmings are deposited on the horizontally scrolling landscape and to make them all safe you must guide them to the exit. However, on the way, all manner of traps and natural obstructions get in the way of the Lemmings' progress. Using your omnipurpose mouse pointer, you can overcome these hazards by assigning a particular job to a particular Lemming: be it mining (to make them burrow into the landscape), building (which gets them to construct bridges), climbing or blocking. Lemmings are too thick to actually change direction for themselves, so a Blocker Lemming just stands in their way and stops them passing, essential to keep your little

friends from dying a horrible and premature death.

Added to this, Lemmings can become living bombs just by making them Bombers. A tiny countdown will appear above its head and when it reaches zero... Boom! The Lemming spectacularly bites the dust taking a large chunk of the scenery with it. This may sound particularly useless, but at the beginning of each level you're only given a small amount of job allocations, so, for example, only fifteen Lemmings can be made into miners. Then your bombers become a valuable commodity if you have to burrow through a platform.

If 160 levels sounds like a lot of Lemming preservation, there's an additional set of levels especially designed for simultaneous two-player thrills. Here, each player has to rescue his own set of Lemmings while at the same time killing off as many of the opposing player's as possible. However, as some levels the Lemmings have to work as a team if any are to escape at all.

If all else fails and your Lemmings are doomed to a painful death, you can kill them off with the Nuke option (subtle eh?)

CRASH
HIT!



▼ Suicidal tendencies?



AAAAAGH!

5-4-3-2-1

REVIEW

UPDATE

Psychosis reckon that *Lemmings* is going to clean up when it's launched on the ST in February and expect similar results from the PC version (which'll be out in March) and there's even plans for an 8-bit version! We'll keep you informed.

It told you not to drink that nitroglycerine! ▽



▲ Bridge over troubled waters



Coming in a swim!



◀ Dig those Lemmings, man!



Nuke em! ▶



AMIGA
£24.99

Lemmings ranks as the best Psychosis game ever! The suicidal thickies do the most hilarious things - leave them alone for long enough and they'll happily stroll off cliffs, burrow straight into traps, walk into fires or even electrify themselves! The graphics are simply superb with a huge variety in the backdrops and superb animation on the Lemming sprites - watch them glib with fear just before you nuke the little blighters out of existence! The sound is excellent as well, with sampled speech and 25 different cutesy tunes. Some of the puzzles in the game are so frustrating that you're tempted to give up at times, but the game's strong addictive nature will have you back at the Amiga before you know it. For sheer addictiveness, *Lemmings* ranks as one of the best, and one of the most original games I've played on the Amiga for a very long time.

RICHARD
LEADBETTER

GRAPHICS	90%
SOUND	86%
VALUE	92%
PLAYABILITY	93%

OVERALL 93%

OH NO!

THE COMPILATION PACK OF MEGA STARS

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ROBOCOP



GHOSTBUSTERS II



INDIANA JONES



BATMAN



AMIGA ATARI ST

ocean

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JUPITER MASTERDRIVE

BY UBISOFT

Boy racers of the future get their high speed thrills 'n' spills at the gaseous globe of Jupiter, where a number of testing race tracks have been constructed. Here, the Masterdrive races take place and absolutely anything goes! Each car is not only equipped with obligatory turbo, high-power engines and super-grip tyres but also hyper-death cannons - ideal for wiping out the opposition if they're getting too speedy for their own good!

There are a number of fierce competitors to take part in, including the usual set-number-of-laps affair to race in which you have to drive over ten bonus tokens before the computer player does!

When you win the race rather, if you win the race), it's time to toddle off to the shop where you can try to win some extra cash on the fruit machine, or use your money rather more judiciously and buy some extra bits for your car, boosting its power with turbos, larger fuel tanks, better engines and upgraded weapons systems! The computer racers just get faster and faster, and purchasing these systems is essential order to keep that prize money rolling in!



▲ Try driving on the road, Rich!



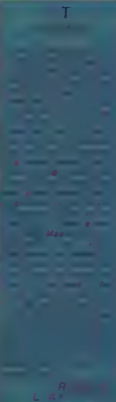
Pedal to the metal! ▲



▲ Fancy a used thermal booster, Guv?

UPDATE

Ubisoft also plan an Amiga version of the game which should be in the shops soon at the princely sum of £24.99.



GRAPHICS	80%
SOUND	81%
VALUE	83%
PLAYABILITY	89%

OVERALL 85%

**C+VG
HIT!**

Tension has risen in the Middle East (pretty topical, eh?), to a stage where Arab extremists have shot down an American helicopter on a surveillance mission in Beirut, and are holding a group of American soldiers to ransom. Not only that but they've also managed to get their hands on a large number of missiles, which can be fitted with nuclear warheads! Enter the Navy SEALs - the US Navy equivalent to our SAS - who are sent to rescue their comrades-in-arms, and do over more than a few Arabs on the way.

The action is viewed side-on, with the team members having to run, jump, crawl, somersault and blast their way through six levels of platform and obstacles. In order to both rescue the military hostages, and knock out the captured missiles. The terrorists aren't going to make your life easy, though, and will shoot on sight! Time is running out - have you got what it takes?

NAVY SEALs

BY OCEAN

SPECTRUM
£10.99GX4000
£24.99

UPDATE

The Navy SEALs will be flipping their way onto the Amiga (£24.99), ST (£19.99), and C64GS cart (£19.99) real soon now. We've had an early look at the C64GS game, and it looks a cracker, but if the programmers don't change the level of difficulty, it could end up the same way as the versions reviewed here.

Huurgh! The Spectrum game is a monochromatic version of the GX-4000 one, except this is even less playable, because the main sprite has an annoying tendency to get stuck in ally places, leaving you wide open for a bullet in the back! Again, a very disappointing licence, and one that could have been made so much better by simply making it a bit easier.

OVERALL 73%

▼ I thought seal-culling was illegal?



Based on the forthcoming Charlie Sheen movie (which has been postponed for political reasons), Navy SEALs could have been Ocean's surprise biggie - but unfortunately it's not, and for two reasons. Firstly, and foremost, the gameplay is so bleeding hard, it'll have you pulling your hair out within minutes! The terrorists are on fast and accurate with their guns that the only way to beat most of them is to remember where each one is from the game before, then find a safe position before they actually appear on screen. Your SEAL is also annoyingly prone during all the animated jumping-on-crates bits, and even when he's climbing a ladder he's a sitting duck and is easily shot down. The colourful and detailed graphics are SEALs' greatest assets, but as I've already mentioned the animation on the player's sprite, though very realistic, gets in the way of the gameplay. Recommended only to very patient players (or those with superhuman game-playing abilities).

ROBERT SWAN

GRAPHICS	85%
SOUND	74%
VALUE	78%
PLAYABILITY	70%

OVERALL 75%

EXTREME

"Extreme is one mean game!"

86% Crash

"Extreme-ly good!"

85% C + VG



*"A remarkable demonstration
of what the Speccy can do."*

80% Your Sinclair.



URGENT MESSAGE.....life sustaining power
out and self-destruct sequence started!
Soon your planet will be destroyed.
Time is running out - HURRY!



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IT'S FASTER

It's TOUGHER

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ATARI ST

T/ITO

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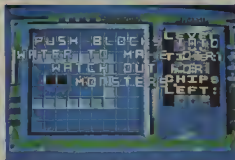
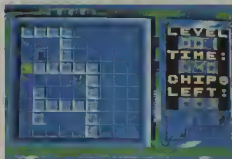
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CHIPS
CHALLENGEBY
US
GOLDAMIGA
£24.99

Chip is always on the lookout for a challenge and they don't come any more challenging than this one. Chip has somehow got himself trapped in a huge number of four-way scrolling mazes and the only way to get out is to collect up all the chips in each maze.

This task may sound about as challenging as putting on a hat, but when you consider where the chips have been placed around each maze, you may change your mind. Some are behind locked doors and chip can't open those doors without keys. Other vital chips are sometimes stashed behind rivers and blocks must be pushed over the water in order to cross.

But there's plenty of other potentially death-inducing traps thrown in there too, including conveyor belts and ice, so Chip's certainly got his work cut for him considering that there's around 150 different mazes to conquer before he finally escapes the maze network!



▲ Watch out for the friendly hints 'n' advice!



▲ Encouraging words of wisdom in Chip's Challenge.

UPDATE

This is actually a conversion of an Atari Lynx game which has been out for several months already. The Amiga launch of Chip's Challenge will be closely followed by ST, Amstrad, C64 and Spectrum releases. Expect to part with £19.99 for the ST game and £19.99 for the 8-bit versions.

With its average graphics and sound, Chip's Challenge isn't going to be everyone's cup of tea. I mean, the sprites are small and the backdrops are laughably simplistic. The sound isn't much better with an annoyingly jolly tune. However, there's something in the actual game that makes it strangely addictive. It's probably something to do with the fact that the game requires a fair amount of brain-power to actually get anywhere, so it's not likely that die-hard, megaleaser death junkies are going to like this at all. Still, there's a certain satisfaction to be gleaned from finishing off a particularly devious round and with well over a hundred stages to keep you going, Chip's Challenge potentially provides hours of fun. On the face of it, the game is fairly mundane, but Chip's Challenge has hidden depths that'll have you coming back to the computer months later. An essential purchase for puzzling fanatics.

RICHARD
LEADBETTER

GRAPHICS	69%
SOUND	64%
VALUE	85%
PLAYABILITY	83%

OVERALL 79%

EDD the DUCK

BY IMPULZE

Edd the Duck, Superstar, pop singer, next week's Sunday dinner. What a hero! This new game chronicles Edd's attempts at producing his latest TV extravaganza, set across nine episodes in three different highly exotic BBC TV departments (Weather, Special Effects and Children's TV). Edd's idea of entertainment is to run about a vertically scrolling platform area collecting stars (exciting or what?). When 20



have been collected the episode ends, and Edd moves on to the next, where he does much the same thing.

Unfortunately, everything isn't well. Edd's arch-nemesis, Wilson the Butler (he of the white glove) has dispatched evil cronies to run around the set and bump Edd off. Nasty eh? That being the case, Edd has decided to pack his mega Snowball Shooter to temporarily freeze any of Wilson's henchmen that get in the way.

▼ Yet more Amiga Edd stuff!



UPDATE

Amstrad and ST versions of Edd the Duck are in the offing. Expect to see them in the shops any day now.

Wilson's minions recast Edd in the Amiga version.



SPECTRUM

£9.99

Urrgh! Jerky scrolling, appalling colour clash and awful playability make Edd the Duck about as inviting as a punch in the family jewels. Avoid.

OVERALL 29%

C64
£9.99

Oh dear. A bit easier than the Amiga game, but just as bad. Why buy a Rainbow Islands clone for a tenner when the real thing's the same price and far superior into the bargain?

OVERALL 42%

AMIGA
£24.99

Oh my word! A licence based on a puppet with a hand shoved up its bum! I suppose it doesn't really matter what the licence is like if the game's any good, but unfortunately Edd the Duck ranks as being one of the most tragic platform games I've ever had the misfortune to play. The game attempts to be Rainbow Islands without the rainbows, and although graphically it's fine (if completely unspectacular), the playability is reduced to singular frustration by the fact that Edd cannot be moved while he's jumping causing many an undignified death. Also, the idea of only temporarily freezing your opponent (rather than blasting them to oblivion) simply doesn't work as they have a tendency to throw out at just the wrong time (once again resulting in a hideous death). For 25 notes, Edd the Duck is a complete joke - and I'm not laughing.

RICHARD
LEADBETTER

GRAPHICS	69%
SOUND	63%
VALUE	32%
PLAYABILITY	40%

OVERALL 42%

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COMING SOON...

BACK TO THE FUTURE III



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THE GALLUP ALL FORMATS TOP 20

THE C+VG CHARTS

THIS MONTH

		GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1		TURTLES	IMAGEWKS	●	●	●	●	●
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	1	OUT RUN	KIXX	●	●	●	●	●
4		GUARDIAN ANGEL	CODE MSTRS	●	●	●	●	●
5		QUATTRO ADV	CODE MSTRS	●	●	●	●	●
6		TARGET RENEGADE	HIT SQUAD	●	●	●	●	●
7		WONDERBOY	HIT SQUAD	●	●	●	●	●
8		RUN THE GAUNTLET	HIT SQUAD	●	●	●	●	●
9	12	R-TYPE	HIT SQUAD	●	●	●	●	●
10		QUATTRO ARCADE	CODE MSTRS	●	●	●	●	●
11		BACK TO FUTURE 2	IMAGE WKS	●	●	●	●	●
12		DT'S SUPER TEST	HIT SQUAD	●	●	●	●	●
13	7	QUATTRO COMBAT	CODE MSTRS	●	●	●	●	●
14	1	JAWS	ALTERNATIV	●	●	●	●	●
15	-	SUPER HANG-ON	HIT SQUAD	●	●	●	●	●
16		BATMAN 3D	HIT SQAUD	●	●	●	●	●
17	14	SOCCER DOUBLE	E+J	●	●	●	●	●
18		DOUBLE DRAGON	MSTRTRONIC	●	●	●	●	●
19		GOLDEN AXE	VIRGIN	●	●	●	●	●
20	-	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●



As predicted, those Teenage Mutant Hero Turtles storm straight to the top of the charts - and that's only on two (count 'em) formats! Once all the versions are out, will there be any stop-



ping them? Will RoboCop 2 or Golden Axe have to fight off the hordes of budget software just to get a look in? Only time (and next month's chart) will tell...

AMIGA TOP 20

1	1	F-19 Stealth Fighter	MicroProse	92%
2	4	Ti Dizzy	Code Mstrs	80%
3	-	Lotus Esprit Chall	Gremlin	94%
4	14	Kick Off 2	Anco	95%
5	-	Golden Axe	Virgin	90%
6	9	Terghan	Action 16	61%
7	15	Wheels of Fire	Domark	79%
8	-	Power Pack	Beau Jolly	82%
9	3	Adv Fruit Machine	Code Mstrs	75%
10	-	Gremlins II	Elite	82%
11	-	M1 Tank Platoon	MicroProse	79%
12	-	Hollywood Collect	Ocean	71%
13	5	Yogi's Gt Escape	Hi-Tec	83%
14	16	Corporetion	Core	82%
15	10	Drum Studio	Players	60%
16	-	Count Duckula	Alternative	72%
17	-	Hong Kong Phooey	Hi-Tec	39%
18	-	Hitchhiker's Guide	Mstrtronic	87%
19	12	Supremacy	Virgin	83%
20	-	Midnight Resistance	Ocean	80%



F-19 soars above the rest of the pack this month, but at long last, the brilliant Lotus Esprit Challenge screeches in, and at the number three slot, too! Still no Turtles, but next month...

ROB'S TIP FOR THE TOP

If the All Formats Chart is anything to go by this month, I would - to be perfectly truthful - have to say the Turtles are gonna be there and stay there for some time to



Once more onto the breach, as the Codles and Hit Squad run amuck throughout the C64 chart, with only ONE (count 'em) full price game - the excellent Golden Axe! Where're all the Chrimbo biggies?

ROB'S TIP FOR THE TOP

The Turtle will probably end up in the top slot, but what with the brilliant NARC and Golden Axe, I'm not sure if it'll stay that way for long...



C64 TOP 20

1	11	Peperboy	Encore	47%
2	-	Super Hang-On	Hit Squad	32%
3	1	Dut Run	Kixx	44%
4	16	Duattro Sports	Code Mstrs	70%
5	-	Wonderboy	Hit Squad	79%
6	6	Run the Gauntlet	Hit Squad	72%
7	4	Target Renegade	Hit Squad	80%
8	12	Quattro Arcade	Code Mstrs	67%
9	-	Combat School	Hit Squad	83%
10	2	Quattro Adv	Code Mstrs	77%
11	-	DT Super Test	Hit Squad	85%
12	14	Salamander	Hit Squad	93%
13	-	Golden Axe	Virgin	92%
14	-	Double Dragon	Mstrtronic	62%
15	15	Fantasy Dizzy	Code Mstrs	81%
16	-	Back to Future 2	Imageworks	53%
17	-	Bigfoot	Code Mstrs	73%
18	7	Quattro Combat	Code Mstrs	67%
19	8	Guardien Angel	Code Mstrs	40%
20	-	Pro Boxing	Code Mstrs	77%

ATARI ST TOP 20

1	11	F-19 Stealth Fighter	MicroProse	89%
2	3	TI Dizzy	Code Mstrs	80%
3	10	Lotus Esprit Chall	Gremlin	89%
4	1	Italia 1990	Code Mstrs	38%
5	2	Adv Fruit Machine	Code Mstrs	76%
6	12	Shadow of Beast	Psygnosis	60%
7	-	Power Pack	Beau Jolly	79%
8	7	Kick Off 2	Anco	95%
9	-	St Dragon	Storm	79%
10	-	Hong Kong Phooey	Hi-Tec	33%
11	-	M1 Tank Platoon	MicroProse	76%
12	-	Super Off Road	Virgin	93%
13	-	F29 Retallator	Dcean	60%
14	4	Targhan	Action 16	55%
15	-	Supremacy	Virgin	82%
16	15	Captive	Mindscape	93%
17	-	Hyperaction	Impressions	77%
18	-	Power Up	Impressions	80%
19	-	Renaldasca	Impressions	53%
20	-	Count Duckula	Alternative	70%



F-19 soars back to the top after a slight hiccup, but Lotus screeches into third place with eye on pole position! Super Off Road hits the charts at last, but again it's a pretty poor chart all round.

ROB'S TIP FOR THE TOP

The Turtles may be in with a fighting chance, but Lotus and the brilliant Team Suzuki should give the reptilian wrecking crew a run for their money.



What a surprise, eh, folks? Those flippin' Turtles slash their way straight to the top of the charts, but the other Christmas top guns have yet to appear! I wonder if the heroes-in-a-half-shell can hold that position when the other games emerge...

ROB'S TIP FOR THE TOP

I've said it before, and I'll say it again, but methinks the ninjas foursome will hold out for a month. After that, it's anyone's guess...



SPECTRUM TOP 20

1	-	Turtles	Imageworks	85%
2	8	Paperboy	Encore	85%
3	3	R-Type	Hit Squad	93%
4	2	Out Run	Kixx	70%
5	-	Batman 3D	Hit Squad	90%
6	-	Predator	Hit Squad	45%
7	9	Run the Gauntlet	Hit Squad	74%
8	-	Kwik Snax	Code Mstrs	65%
9	13	Match Day 2	Hit Squad	87%
10	6	Soccer Double	E+J	68%
11	11	Guardian Angel	Code Mstrs	40%
12	5	Target Renegade	Hit Squad	85%
13	-	Back to Future 2	Imageworks	45%
14	14	Quattro Adv	Code Mstrs	63%
15	-	Renegade	Hit Squad	79%
16	-	DT Super Test	Hit Squad	72%
17	-	Wonderboy	Hit Squad	61%
18	-	Top Gun	Hit Squad	50%
19	18	Fantasy Dizzy	Code Mstrs	80%
20	10	Quattro Combat	Code Mstrs	67%

THE C+VG CHARTS

If budget be the food of love, well, then I'm stuffed right out, and no mistake! (wot? - Ed) Well, the Turtles are at the top (as predicted), but still no big titles making a showing! Methinks this time next month, the charts will be more than a little different...

ROB'S TIP FOR THE TOP

There's still a lot of stuff to appear in the charts, namely all of Ocean's Christmas biggie, but I reckon the Turtles will hold out - just.



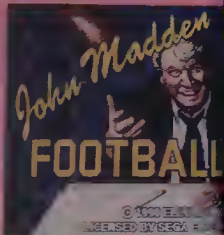
AMSTRAD TOP 20

1	-	Turtles	Imageworks	88%
2	5	Quattro Adv	Code Mstrs	74%
3	4	Guardian Angel	Code Mstrs	40%
4	14	Paperboy	Encore	85%
5	-	Batman 3D	Hit Squad	90%
6	9	Jaws	Alternative	38%
7	2	Target Renegade	Hit Squad	80%
8	7	Quattro Arcade	Code Mstrs	65%
9	10	Out Run	Kixx	47%
10	-	R-Type	Hit Squad	79%
11	-	Wonderboy	Hit Squad	70%
12	6	Quattro Combat	Code Mstrs	63%
13	-	Platoon	Hit Squad	61%
14	-	DT Super Test	Hit Squad	69%
15	3	Quattro Sup Hits	Code Mstrs	65%
16	11	Run The Gauntlet	Hit Squad	70%
17	-	Barbarian 2	Kixx	90%
18	-	Double Dragon	Mstrtronic	34%
19	-	Back to Future 2	Imageworks	48%
20	-	750cc Grand Prix	Code Mstrs	56%

MEGADRIVE TOP 5

1	-	John Madden Football	95%
2	1	Strider	95%
3	-	Shadow Dancer	89%
4	-	Mickey Mouse	94%
5	-	Hard Drivin'	93%

John Madden touches down at numero uno - hardly surprising! Strider still hangs on, but Mickey Mouse and Hard Drivin' could make a difference next month! Again, thanks to PC Engine Supplies of Stoke for the charts.



PC ENGINE TOP 5

1	-	Arrow Blaster	89%
2	-	Burning Angels	83%
3	-	Don Doko Don	93%
4	4	Afterburner II	82%
5	-	Legendary Axe 2	91%

All change this month, with Arrow Blaster and Burning Angels blasting straight to the top, and Don Doko Don making its umpteenth re-entry! Thanks a bundle to PC Engine Supplies of Stoke for supplying us with the charts.

SOMEONE HAS STOLEN MY **Q**UIMIND

SCHWARZENEGGER

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TOTAL RECALL

A 1. The first step in the process of the cell cycle is the replication of DNA. This process occurs in the nucleus of the cell. The DNA molecule is unwound, and each strand serves as a template for the synthesis of a new strand. This results in two identical DNA molecules. The process is controlled by various enzymes and proteins. The cell cycle is a highly regulated process that ensures the accurate transmission of genetic information from one generation to the next.

THE EGO TRIP OF A LIFETIME

E	SUBJECT NO.	1-1					AM
	FILE NUMBER	1-1-1		1-1			NEM
	SUBJECT NAME	KRISTINA		KRISTINA			
	WORKING FILE	A-Z-A-B		X			B
	PROJECT NO.	47-11					

YOU'RE NOT YOU - YOU'RE ME

[illegible]

YEAR'S TOP MOVIE

©1990 CAROLCO PICTURES, INC.

The word "ocean" in a stylized, bold, blue font with a metallic or 3D effect. The letters are slightly shadowed, giving them a sense of depth. The background is a dark, textured blue.

REVIEW

YES, PRIME MINISTER

MASTERTRONIC PLUS

A week is a long time in politics, and this - the licence from the hilarious and more often than not accurate TV series - puts you in the shoes of the Rt Hon Jim Hacker, a politician not noted for his intellectual capabilities. Your task is simply to survive in power for five days - no easy task by any stretch of the imagination! You have your two faithful (f) civil servants to aid you, the cunning and ingenious Sir Humphrey Appleby, and the tactful Bernard Woolley, both of whom will do their utmost to aid you

(and themselves) along the way.

Myriad events (some trivial, some of world-shaking consequence) crop up during the week, all of which have to be acted upon in due course either from your office, or from the House of Commons itself. If you're successful, Parliament will carry on, and the good name of J Hacker PM will remain unscathed. Failure will result in scandal, and an unwanted appearance on the front page of The Sun.

Anyway, all three versions play much the same, apart from minor graphics differences, and present excellent value for only three quid. If you loved the TV series, you'll enjoy this, so grab it at the first chance.



OPERATION HANOI

PLAYERS

It's time to grab your Uzi and head out to Kampuchea, where the tyrannical leadership under the command of Lee Ho Fook have developed a super tank, with which they are terrorising the defenceless population. Your mission, should you choose to accept it, is to lead a small but perfectly formed commando assault squad across rivers and jungles, to the harbour where you must confront and defeat the evil Fook and his metal monstrosity. In fact, with all of the blurb and

bump out of the way, this is an Operation Wolf clone, pure and simple!

Unfortunately, while the graphics are good, the game is really too slow to be very enjoyable. If you want Op Wolf on your 64, you'd be better off buying a compilation with the original conversion on it, or waiting for it to be re-released on budget.



SPECTRUM

£2.99

Not great graphically or sonically, but bundles of fun nonetheless, and a pretty good license. Take a peek if you fancy being PM.

OVERALL 86%

C64

£2.99

Again, not the greatest thing since sliced poll tax in the audio-visual stakes, but entertaining enough to warrant a good look.

OVERALL 86%

AMSTRAD

£2.99

If you think you could do a better job than Mrs T (ooh, bit of politics), and you enjoyed the show, then grab this and have a bash!

OVERALL 86%

C64

£2.99

Initial good points outweighed by sloppy gameplay and slow movement of sprites make this a budget game to be avoided.

OVERALL 32%



JOCKY WILSON'S DARTS

ZEPPELIN 16 BIT

Wun-hun-er-lun-eco-tee! If beef swilling men with guts hanging over their trousers throwing small metal arrows at a circular board eight feet away is just your thing you may be interested in this Zeppelin release. Of course, it's a darts game featuring the small, round Scot with no teeth. The game is in three parts, a head-to-head challenge against a human player, a round the clock

which pits you against Jocky Wilson himself ooooh! game, and the tournament.

Graphically, the game is very nice indeed with some very tasty touches, and the sound's not too bad, either. The gameplay falls down because it's a bit too easy to play - here at least, Jocky's not the unteachable arrow-chucker he's made out to be. Jocky Wilson's Darts isn't exactly the superb piece of 16 bit software the packaging makes it out to be, but nonetheless it's a fun game, and quite entertaining if you fancy a game of darts and don't have enough money for the bus to the pub.

AMIGA
£6.99

An okay game of darts, but it's not as fun as the real thing - where's that board with the picture of Bonnie Langford on it?

OVERALL 77%

RANARAMA PLAYERS

Become Mervyn the wizard in this cracking re-release of an old Hewson game. Poor old Merv is the last in a long line of white wizards and to escape the clutches of evil, invading warlocks he's gone and changed himself into a frog! Now he's got to escape a sea of lethal gauntlet-esque dungeons and butcher all the evil warlocks at the same time. Merv can blast these guys or enter into a head-to-head sub-game with them, where he has to re-arrange jumbled letters to spell RANARAMA. He can then use the dead warlock's runes to buy new, more powerful spells.

Ranarama is getting on a bit, but it's still probably the best 8-bit Gauntlet-type game available, enhanced no end

with the addition of a brilliant magic system. A fabulous re-release which more than deserves to sell well at the magic budget price.

C64
£2.99

A hobby Gauntlet game that should go straight to the top of your shopping list.

OVERALL 90%

ELIMINATOR PLAYERS

Take the helm of the Eliminator - "a machine encased by death; that kills but cannot be killed!" as the blurb would like to point out. In other words it's your job to shoot around the 3D tracks dealing out death and mayhem to any enemy sprites that dare get in the way.

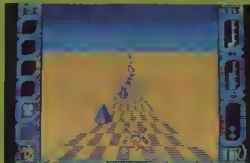
Eliminator was originally a 16-bit game and unfortunately, a lot of the playability has been lost in the translation to the C64. The music isn't bad and the graphics are quite im-

pressive for Commodore's 8-bit machine, but unfortunately a lot of the sparkle of the original game has been lost in this conversion. Give it a go if you're into sprite-based 3D destruction.

C64
£2.99

Not exactly the most amazing blast ever, but Eliminator is quite addictive in the short term.

OVERALL 72%



DASTINE THE RUNES

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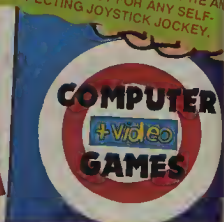
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UPDATE

E-SWAT US GOLD

Having copped a storming 85% on the Amiga last issue, the well 'ard cyber cops blast on to the ST! Graphically similar to the Amiga version, but without the full-screen scrolling, the ST game is lacking in more than one department - the scrolling is slow and jerky, the sprites are very bland in appearance and jerk along at a very slow pace. The digitised speech is gone, as is any feeling of playability this game once had. If you're looking for a fast action game, forget it - you certainly won't find one here!



ST
£24.99

Ooh 'eck, what happened? The game's all in there, but the graphics are dull, the sound is crap and the playability is well below the par set by the Amiga version.

OVERALL 55%

FINALE ELITE

The reason this compilation is called Finale (according to Elite) is that it represents absolutely the last chance you'll have to get your mitts on these games. Well, that may be the case, but would you really want to, that's the question, as these four games - Overlander, Paperboy, Ghosts 'n' Goblins and Space Harrier - aren't exactly the hottest thing since sliced radioactive fuel rods

Overlander is a rather basic RoadBlasters variant, with fancy graphics and sound, but unfortunately it gets a touch boring after a few plays. The other three are conversions of coin-ops, the pick of which (on the Amiga anyway) is Space Harrier, which features fast full-screen 3D action.

Paperboy and Ghosts 'n' Goblins are both fairly accurate, but they're a little off in their difficulty level, making them frustrating rather than entertaining. It's also worth noting that this version of Ghosts 'n' Goblins doesn't need a memory expansion,

as the version originally released did.

Overall, a decent bunch of games, all of which run high in the audio-visual stakes, but fall a bit on playability. Worth getting if you missed any of them first time.

**AMIGA
£24.99**

A decent collection of conversions, the best of which is the full-screen conversion of Space Harrier.

OVERALL 75%

DAMOCLES MISSION DISK

NOVAGEN

Damocles (the sequel to the classic Mercenary in case you didn't know) has to rate as one of the longest awaited games in computer history - and when it was

eventually released, it received a whole hail of accolades (not to mention a C+VG HIT!). Now the first in a series of Mission Disks has emerged, and it brings a whole new world to your machine! It's still the same game with some cracking, high speed 3D graphics, but now you've got the opportunity to expand upon the original gameplay with some new objectives and new starting points. If you enjoyed Da-

moles, or completed it, for that matter, you'd be best advised to grab hold of this at the first opportunity.

**AMIGA
£9.99**

A nice way to get a lot more enjoyment out of a cracking game. Grab it at once.

OVERALL 85%



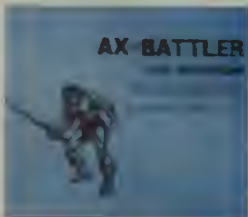
UPDATE

GOLDEN AXE

VIRGIN

Well, hack my legs off and scorch me brains, Golden Axe mauls its way onto the Amiga, Spectrum and Amstrad! The ST version (reviewed last ish) was pretty good, but was marred by a rather annoying disk loader, and a postbox display (the bottom half of the screen being cut to bits by the stairs panel). The Amiga version suffers only from a similar loading system, which means the action stops every so

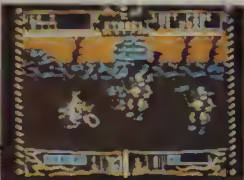
often to load the next bit in, but has lovely full screen graphics (all of which are excellently drawn and animated), and the sound (sampled from the Megadrive version, I might add) is all there, too. The playability is just as good as the com op's, which makes Amiga Golden Axe a cracking conversion and a must for your collection. The Spectrum and Amstrad versions, however, fall into the realms of averageness, with some reasonable graphics and sound, but the gameplay is screwed up by some strange controls. Take a look, but don't expect too much



SPECTRUM
£9.99

The graphics are a bit dodgy in places, but the strange controls make this a tad uncomfortable to play

OVERALL 65%



AMIGA
£24.99

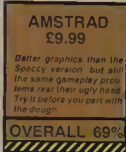
A brilliant conversion of a great coin-op, and a stunner of a game in its own right. Buy today, or feel a complete pillock for the rest of the month

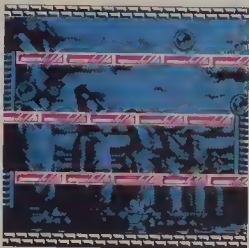
OVERALL 90%

AMSTRAD
£9.99

Better graphics than the Speccy version, but still the same gameplay problems rear their ugly head. Try it before you part with the dough

OVERALL 69%





PANG

OCEAN

Loads of bubbles to be blasted with the Speccy conversion of the brilliant Mitchell coin-op, but does it measure up to the expectations laid down with the outstanding Amiga version? Well, the answer is a resounding yes and in lying style. Look! For what a 128k Spectrum can do, this has got to rank as the best Speccy conversion in many a moon, with some absolutely cracking graphics, okay, so there's not much colour, but everything is clear as crystal. The sound is just as good, with some lovely bouncy tunes and FX. Quite

frankly, if you've got a Speccy 128 and you don't race down to Johnnie Floppy's Software Emporium, and demand this now, you're as mad as a March hare (even if it is only January).

SPECTRUM

128K

£9.99

OVERALL 83%

ROBOCOP 2

OCEAN

The metallic scourge of Old Detroit's criminal community blasts back, this time on ye humble Speccy and the Amiga, and makes a pratty good show of it, look! The Amiga version sports some very nice graphics indeed, along with some lardy HAM digitised screens, and enough sound effects to convince anyone you've got the SAS performing target practice in your bedroom! The Speccy version doesn't lose out, either - the graphics are really smart, and the digitised pics are present here, look! RoboCop 2 is a well hard game, no matter which version, but persistence is a virtue, and one that will ensure that this is a game that'll be played again and again,



SPECTRUM

£9.99

Good graphics and sound, and ruddy hard, but well worth sticking with, just for the sheer satisfaction of completing a level!

OVERALL 83%

AMIGA

£24.99

Excellent audio-visuals abound here too, but like before, this is one tough nut to crack. Only hardened gamers need apply.

OVERALL 85%



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GAZZA 2



BY EMPIRE

GX4000
£29.99

Gazza - what a man! Spurs soccer ace and England hero as well as a chart-topping song bird (more like song elephant), Paul Gascoigne is certainly a man to be seen with (preferably without him actually noticing). It seems that Empire have been particularly impressed with his mindless antics and have decided to sell another

soccer simulation with his official endorsement.

It's the usual soccer simulation fare, as you control your players on the eight-way scrolling pitch, and your objective is plant the ball in one of the goals (preferably your opponent's) found at the far-left or far-right of the pitch. Easy huh? You simply run around the pitch taking ob-

trol of the play and score the ball.

Gazza 2 contains a bar of major international teams from the suicidal Albania (they actually pass the ball to you when they kick off) to the terrifying Brazilian team, whose lofty prowess is beyond compare. There's also a chance to sample wintertime two-player thrills if what you fancy.

UPDATE

That canny Newcastle lad is going to be making an appearance on the Amiga, ST, C64, and Amstrad CPC. All versions should be out by the time you read this.

◀ 'In-the-box' action in Gazza 2

I must admit, I was expecting this Gazza simulation to be about as good as his singing (have you heard the full horror of "Geordie Boy"?), but I was pleasantly surprised by the quality of this footy sim. The on-pitch action is fast and furious, and in simultaneous two-player mode it's a great laugh. The graphics are very Kick Off-esque and portray the action well, and on the whole the feel of the game is good. Unfortunately, there are a few niggly little things which prevent this from being a first division soccer game. For example, there are no fouls and hence no free kicks or penalties, and passing is made difficult by the fact that none of the players play in position, (except the goalkeeper who stays firmly on his line no matter what). I could mention other things like the fact that the ball never leaves the ground, or the throw-ins which look like kick-ins, but when it's said and done none of the problems are so unbearable that they totally cripple the action. If they weren't there, though, this would be a great game, rather than just a good one.

RICHARD LEADBETTER

SPECTRUM
£10.99

Just as playable as the GX4000 game and the ball actually seems to leave the ground when you kick it (doesn't seem to change the gameplay much though). However the other faults from the Amstrad version are in this one too, and they conspire to keep Gazza 2 firmly in the second division.

OVERALL 74%



▲ Player One scores against the Amstrad goal.



▲ Can Amira strike back?

GRAPHICS	73%
SOUND	66%
VALUE	79%
PLAYABILITY	75%

OVERALL 74%

CARVUP

BY CORE

Once upon a time, a happy little cartoon car called Arnie lived in a lovely cartoon world called, er, Cartoon World. That was until the twisted Captain Gnm arrived in Cartoon World and decided that everyone should be evil. So, he shoved all the good, clean-living 'toons out of Cartoon World and populated it with nasty evil toys. Just to make things worse, Gnm waved his magic wand over the place and the land didn't look so nice any more.

Arnie the happy car wasn't so happy any more and decided that he'd use his jumping skills to run around the horizontally scrolling platform landscape changing back the

once lovely platforms to their former glory. If any evil little 'toons get in the way, Arnie can clear the way with ejector seats (which kill enemies above him), spare tyres (to throw out on the platform behind him), and even smart bombs to destroy all enemies on the screen!

There's eight levels for Arnie to conquer, each with six sub-levels, but he'll need your help in liberating Cartoon World, especially as Captain Gnm has taken up residence at the end of the game - or'd by the time Arnie reaches him he'll be even more angry than usual. Watch out Arnie!



▲ Arnie is delivered to level one via air mail!

▼ Musical World is Arnie's next port-of-call.



▲ Spooky ghouls gang up on Arnie!

REVIEW

ST
£24.99

Although the sound isn't quite up to the Amiga's standard, and the pixelated scrolling has been lost, ST Car-Vup is still a really addictive game. Highly recommended.

OVERALL 86%

AMIGA
£24.95

Viscerally, Car-Vup is a cracking gem! On the Amiga you get super-smooth scrolling and cuts, cartoony sprites. They set a great atmosphere for this game and this is only helped by the myriad of ace sampled effects and the cutesy music (which manages to be funky at the same time!). The actual gameplay itself is pretty limited - just drive around the platforms changing their colours and then going to the next level. All this may sound about as interesting as being caught in a traffic jam, but Car-Vup is a strangely addictive game and the simple sit-out-arcade action is probably the game's greatest asset. With 88 levels, there's tons to keep you going so if you fancy a decent arcade game that doesn't involve gratuitous destruction, go for Car-Vup.

RICHARD
LEADBETTER

UPDATE

At the moment there's no plans for other versions of Car-Vup, although we reckon it would make a brilliant 8-bit game. Keep reading C+VG for any further news.

GRAPHICS	92%
SOUND	87%
VALUE	84%
PLAYABILITY	89%
OVERALL	87%



▲ Paint those platforms, Arnie!



▲ Level one in action!



▲ action in Carvup!

C+VG
HIT!

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TOP CAT

STARRING IN

BEVERLY HILLS

Cats



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ATARI ST

WORLD - OF - GAMES

BY EPYX

Apart from Gazza II, the only other sports simulation available on the GX4000 is Epyx World of Games, a four-event affair.

Up to four people can play at once, in a sort of strange quartathlon. Each player attempts an event, and the highest scorer wins the gold, the second highest the silver and so on. At the end of the competition the person with the most medals is the winner!

The events are pretty

diverse. First there's the cliff diving, in which you have to dive off the top of a high cliff. The player is judged on his diving style, and his timing and entry into the water.

After that it's time for some downhill skiing. Guide your skier through the gates as he whizzes down the vertically scrolling piste. Miss a gate and points are docked from your overall time.

BMXing requires you to ride a BMX bike over a horizontally scrolling course

Points are scored by performing stunts, but watch you don't fall on your head or you'll be out.

Finally, there's surfing. Ride the wave and launch yourself into the air and perform spins to gain as many points as possible within the time limit.

If you score well enough your efforts will appear on the record table, and you can show them off to your pals (for as long as the machine stays on).



▲ Your BMX bites the dust - literally!

GX4000
£24.99

Epyx World of Games certainly looks good, with plenty of colour and some nice detail - the BMX and skiing events being the best examples. However, when you come to play the game, it very quickly becomes apparent that there's simply not enough on offer. All the events are incredibly easy to complete - even a novice could notch up near-perfect record scores in a sitting - and after that the lack of reward makes playing this a routine chore rather than an exciting challenge. The four-player option adds a bit of lasting appeal, but when it comes down to it the easy-to-master gameplay and lack of variety ultimately results in boredom. If you're a fan of sports games, you're bound to be disappointed by the absence of depth and excitement.

JULIAN RIGNALL

▼ Try for the elusive 360 in the surfing event!



GRAPHICS	84%
SOUND	69%
VALUE	51%
PLAYABILITY	63%

OVERALL 59%

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STUN RUNNER

BY DOMARK/TENGEN

In this conversion of the monster Tengen coin op, the player takes control of the STUN Runner craft, speeding bobsleigh-like through the Spread Tunnel Underground Network (STUN, see?) blasting a variety of enemy craft and overcoming all the hazards that the STUN organizers have left in the tunnels.

You'll find stars that can be exchanged for Shockwaves (mega-destructive smart-bombs) and turbo pads which catapult your craft forward at 900 mph - so fast it even becomes transparent and invulnerable to enemy attack! Not bad, eh? There are also ramps that send your STUN ship flying into the air!

The basic object is to speed through each level, picking up enough speed to beat the pulsating time limits. That being the case, it's best to follow the outside curve of the tunnel as this is where your ship picks up the most speed.

There are 24 levels of STUN Runner racing before your driver can claim the glory of the being the greatest racer in the known universe!

SPECTRUM
£9.99

Like the C64 version, this one uses sprites rather than vector graphics and though the graphics are defined better than they are in the C64 game, the 3D tunnel effect is severely headache-inducing. Again, this just doesn't have any of the high-velocity thrills of the arcade game, so as a conversion it's something of a failure.

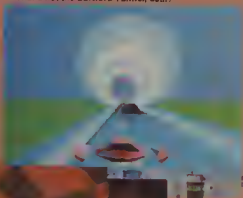
OVERALL 24%

C64
£9.99

The programmer has completely forsaken polygon graphics (which the C64 wouldn't be capable of handling) for a jerky, flickery sprite look. Devoid of any redeeming features whatsoever, STUN Runner is a total travesty that all C64 owners should avoid like the plague.

OVERALL 20%

▼ That's not the Dartford Tunnel, dear!



UPDATE

ST, PC, and Amstrad versions of STUN Runner aren't available as we go to press, but they should be in the shops by the time you read this. Expect an update next issue.

GRAPHICS	60%
SOUND	80%
VALUE	39%
PLAYABILITY	38%

OVERALL 39%



▲ Hard camera? You can "bank" on it (ugh)!

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Doug Quid is a troubled man. Haunted by dreams of Mars, mysterious women and death, he travels to Rekall Incorporated, a company specialising in implanting memories - in this case, a journey to Mars to discover the truth behind the disturbing nightmares.

But something goes drastically wrong, revealing Quid's life to be a complete lie. To discover what and who he really is, Quid takes a journey to the red planet - but unknown to him, he is being tailed by Richter and his security forces, controlled by Mars's ruthless governor, Co-haugen.

The first and third levels are platform based, in which Quid has to hunt down certain items that will reveal more of who he really is. Stages two and four are car chases in which our schizo

TOTAL RECALL

BY OCEAN

hero has to race a commandeered taxi through the Martian colony's main streets, smashing through gates and generally attempting to avoid your pursuers. The final level, in platform-rama once again, sees Quid searching out Kuato, the mutant who will reveal Quid's secret and how to set Mars free!

UPDATE

ST, Spectrum, Amstrad and C64 versions of *Total Recall* are currently under development and they're all scheduled to appear in January.

Big-headed Mr Quid tees it with two Michaels Ironside lookalikes hot on his heels!

Will that '?' icon provide invulnerability or remove Quid's shooting ability? That's the gamble...

Get on the atripay lift and save your legs.

AMIGA £24.99

As I recall, this movie was all special effects and not enough plot, and in this respect Ocean's game is completely faithful to the film. The graphics throughout the game are prailly smart (although the sprites are cartoony, rather than being exact Arnie-alikas), and the music and effects are really atmospheric. What I didn't like about *Total Recall* was the fact that playing it was just like playing the car chase sequence out of the 8-bit versions of *Batman* and the platform bits out of *Batman/Untouchables/Robo cop/Robocop II/Neve Saals*. I don't know about you lot, but I'm getting a bit tired of every new Ocean film licence taking a very similar format. What's worse is that there isn't that much shoot 'em up action to make wandering the maze of platforms any more interesting. Quid spends a lot of his time with a gun but without the use of it. This means he has to punch his enemies to the ground, and while you're punching them, they're pumping bullets into you! This is particularly annoying on the latter levels when you come across enemies who can stand five bullets and loads of punches. And of course once you've used up your single life and live continues you have to go through it all again right from the beginning. Overall, then, a very polished game, but one I can only recommend to very patient players who haven't become bored of Ocean's film licence format, which is beginning to look pretty tired nowadays.

PAUL GLANCEY

GRAPHICS 79%
SOUND 81%
VALUE 60%
PLAYABILITY 60%

OVERALL 62%

REVIEW MEGADRIVE

SHADOW DANCER

BY SEGA

The year is 1997. The world, at peace until now is brought to the brink of global disaster - the Union of the Lizard has kidnapped a large number of dignitaries and has threatened to kill them all unless their demands are met to the letter. The only man capable of rescuing them is Joe Mushashi, the master ninja known as The Shinobi.

Mushashi has not only his martial skills to aid him, but also the secret of ninjitsu

magic - a power to conjure up the forces of the elements themselves - and his faithful dog, who will attack on command, leaving most enemies defenceless.

The way ahead is treacherous and dangerous, with many warriors and creatures out to stop the Shinobi by any means possible - none worse than the evil spirits called from the Otherworld to use their powers to destroy Mushashi utterly!



▲ The first end-of-level guardian meets his doom.

THANKS!

Thanks to PC Engine Supplies for the loan of the Shadow Dancer cart.



MEGADRIVE £35.99

As a great fan of the Shinobi games - especially the brilliant *Revenge of Shinobi* - I feel more than a tad disappointed with *Shadow Dancer*. The coin-op was really good, but the Megadrive version is completely different from its arcade 'parent' - the levels have changed, as have the enemies. The only thing remaining the same are Mushashi and his mutt! The graphics are nothing outstanding and the sound consists of an okay tune with some so-so spot attacks. The playability is what a thing goes completely to the wall, as it all seems to be a learning game (do something, get killed, then you know next time what's going to happen). The difficulty of the game itself leaps from easy to ultra-hard and back again, then tapers to nigh-on impossible on the last level! To sum up, this is a pretty sad conversion of a enjoyable coin-op - if you're desperate for a game of this ilk, you'd be better off going for *Revenge of Shinobi*.

ROBERT SWAN



▲ One man and his dog.



▲ Mushashi cuts through the opposition!



▶ An all-action pose as Mushashi prepares for combat!

GRAPHICS	82%
SOUND	77%
VALUE	60%
PLAYABILITY	67%

OVERALL 63%

THEIR EYES MET ACROSS THE LABORATORY...
THE CHEMISTRY WAS INSTANTANEOUS!

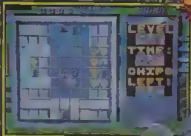
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Games played are only intended to be a diversion of the player's time and not the ultimate goal, which is very commendable because after all, health is quality and appearance and as well as the computer's performance.

U.S. GOLD

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REVIEW ST AMIGA

BY AUDIOGENIC

Bugs! Horrible, creepy-crawly, things have infested the neighbourhood, so the insect-hating citizens have called in the Exterminator - a pest control man with a difference! Starting off from one end of the street and working down, the player has to enter each house and clear off the rooms of bugs.

What makes The Exterminator different from your usual Renokill grunt is the tools he uses. Instead of using environmentally unfriendly sprays, The Exterminator kills all known pests with his bare hands! He has special hands, though, because they're empowered with the ability to shoot blasts of laser death at any nasty that gets too close for comfort! The hand can also

**C+VG
HIT!**

squeeze anything that buzzes by, as well as thump onto the floor, squashing tin cans or dead toy tanks! And if you want, a second bug-basher can join in at any time, controlling The Exterminator's other hand!

You haven't got it that easy, though - toy tanks, laser-spitting sprays and wasps are also out to get you, and if they get too close, they'll drain your 'juice' just like that (snaps fingers)! Once a room is clear, you move on to the next, until the whole house is de-bugged, and then it's time to move your swat team down the street, where more bugs lie in wait.



▲ The Street. Clearing it of bugs is all in a day's work for The Exterminator.



▲ Start exterminating in the kitchen.



Splat the frogs! ▼

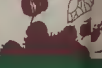
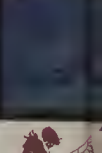
EXTERMINATOR

C64 SF

▼ Yowch! Stung by a...

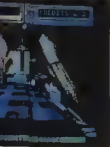


▼ Trashing tanks in the...

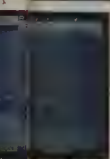


SPECTRUM

by e ways the C64 version.



in the moment!



▲ Beware the bug gun! It's not very nice at all.

C64
£10.99

A real gobsmacker of a game! Audio-visually, few games can touch this on the C64 at the moment. It features some absolutely stunning backdrops and sprites - and the music is enough to have your ears glued to the telly for ages! The simultaneous two player option is gone, but that doesn't affect the game too much and the only setback is the multi-load. Nevertheless, an essential purchase which no C64 owner should be without.

OVERALL 91%

Cleaning up the kitchen
▼ in the Spectrum version.



ST
£24.99

Essentially the same as the Amiga version, although the sound is a tad weaker, and there aren't as many colours on screen at once. However, the gameplay is still as enjoyable and addictive here as it ever was, so get this at the first opportunity, and give those bugs a good bashing!

OVERALL 89%



▲ Too low to pound in the kitchen!

SPECTRUM
£10.99

This has got to rank amongst the best Spectrum coin-op conversions seen in ages. The graphics are brilliantly drawn, and the gameplay remains fully intact - just as fast and frantic as the arcade machine! This is a must for Speccy owners with a taste for wild and wacky action, and will have you gripped for some time to come!

OVERALL 91%

REVIEW

UPDATE

An Amstrad version should be buzzing about by the time you read this for the price of £10.99. If these four versions are anything to go by, the Amstrad game should be just as good!

AMIGA
£24.99

I thought the Gottlieb coin-op from which this is converted was a real hoot, and the Amiga version (converted by The Assembly Line) is, to all intents and purposes, er... perfect - a phrase I do not use lightly! The graphics (although not digitised like the coin-ops, due to memory restrictions) are brilliant, and the hand grasps, thumps and blasts in exactly the same way. The backdrops are all excellently drawn, and the visual gags (like the frogs getting flattened) really make this a treat to watch. The sound is also very good indeed, with lots of bangs and booms, and even the pained squeak when you grab the wasp by mistake! The joystick controls of the coin-op were a little difficult to get to grips with, but the control on this version improves on it, making the whole thing a lot more fun to play! If you're fed up with the same old thing over and over again, and you're after something a little different, take a look at this - you won't be disappointed!

ROBERT SWAN

GRAPHICS 90%
SOUND 89%
VALUE 91%
PLAYABILITY 94%

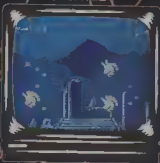
OVERALL 90%

NEW

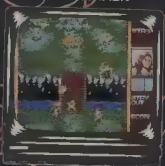
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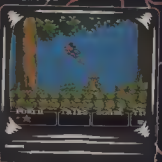
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MEGADRIVE

REVIEW

HARD DRIVIN'

BY TENGEN

THANKS!
Thanks to PC Engine Supplies
for the loan of the Hard Drivin'
cart for this review.

Reelism was the name of the game in Atari's Hard Drivin' coin-op. It was originally developed with driving instruction in mind, but it was decided that the specialised 3D polygon graphics hardware would pay their way more easily if they were inside a sit-down cabinet with bucket seat, clutch, brake and accelerator pedals and a steering wheel that provided realistic feedback.

At the start of each game, you choose whether to control the car with manual or automatic gears. Then it's on to the race itself where the general objective is to reach the next checkpoint before your allocation of time runs out. Being the all-out simulation that Hard Drivin' is, collisions with other cars or scenery tend to hurt a lot and the fast moments of your digital escapades are replayed

for your embarrassment!

There are two tracks worth of drivin' escapades available. On the speed track you learn how to get the highest speeds out of car on the long straights. On the stunt track, your skills and reflexes are tested to the max across hazards like the loop-the-loop and bridge jump!

If your lap times are fast enough, the Phantom Photon might even challenge you to a race...

MEGADRIVE £40.00

Cripes! It looks like Tengen completely forgot about converting the ace arcade machine and went out to convert Domark's Amiga version of the game! Apart from the fact that it's a lot faster, Megadrive Hard Drivin' practically is Amiga Hard Drivin'. Even some of the old bugs are present and the sound is actually a lot worse. The sampled ignition has been replaced with a lacking synthesized effort and the car's engine sound more like a flaccid elephant! Lastability is this game's main problem, though. One game is all that's required to see everything that this game has to offer and after that all interest in the game vanishes with a spectacular suddenness. Also, the handling of the car is completely unrealistic, and that realism was the whole point of the arcade machine. If you're a racing fan spend some money on the coin-op version (or better still, Race Drivin') - this simply isn't value for money.

**RICHARD
LEADBETTER**

GRAPHICS	81%
SOUND	49%
VALUE	29%
PLAYABILITY	60%

OVERALL 52%



The entire track layout is displayed on the title screen. Choose either the Speed or Stunt Track at the fork in the road.

It's the famous Hard Drivin' barn - complete with 2D moo-ing cow!

And here's the famous Hard Drivin' loop-the-loop! Watch out for larras coming the other way!

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REVIEW

SEGA MEGADRIVE

MICKEY MOUSE

C+VG
HIT!

BY SEGA

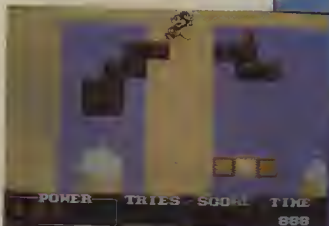
My word! The inhabitants of Vera City are mostly nice, friendly sort of people but unfortunately one person in particular isn't very happy at all. Mizrabel the evil witch isn't exactly the nicest person around and to prove just how despicable she is, she's gone and made off with Minnie Mouse and imprisoned her in the Castle of Illusion. It's your job as Mickey Mouse to do something about it, she's condemned to die a slow and hideous death.

Enter the player who must adopt the mantle of the Disney hero and travel six levels of arcade platform action

using his bottom to squash any of Mizrabel's minions that dare get in his way. At the end of each level is a rainbow jewel, jealously guarded by a Master of Illusion. Mickey's quest involves him collecting all six jewels in order to create a rainbow that can transport him to Mizrabel's stronghold.

But even collecting one jewel can be a nightmare. On the platform levels of the Castle of Illusion, Mizrabel has conjured up some of the most devious platform traps imaginable. The usual assortment of lifts and crumbling platforms are there, along with a selection of secret rooms and gargantuan end-of-level guardians!

Mickey prepares to inflict a severe concussion on the unicycling Pierrot!



▲ Don't fall off the chocolate bricks!

THANKS!

A very warm and hearty "ta!" to PC Engine Supplies of Stoke for the loan of the Megadrive cart. Contact them on (0782) 712759!

UPDATE

If that mickley mouse is likely to reach any other system for the moment. Still, computer owners can try and get hold of an ancient Gremlin game based on the Disney superhero. It's not at all like the game reviewed here, but it is still quite a laugh!

Swing through the stars for extra energy in the Megadrive version!

EEEE! Surrounded by spiders! Where's Pluto when you need him?



POWER

TRIES
x01

ITEMS
x00

SCORE
00002300

MEGADRIVE £40.00

Unbelievable! Mickey Mouse rears as one of the most stunning carts available with truly cartoon-quality sprites and backgrounds! This Megadrive cartridge combines the playability of Super Mario with all the cartoon charm of Disney's favourite rodent superstar - buy this - it'll blow you your mind out of this world!

OVERALL 96%

▼ Don't get caught by the soldiers in Toyland!



POWER

TRIES
x03

ITEMS
x07

SCORE
00032300

SEGA £29.99

Flippin' hell! When Mickey Mouse first arrived in the office, everyone was mightily impressed with the quality of the graphics. Mickey himself is a visual masterpiece with amazing Disney-style animation and the cute sprites and wonderful backdrops just can't be faulted at all! The playability is a close rival for the Nintendo Mario series (indeed, some of the puzzles struck me as being very familiar...) and there's a huge amount of strategies to be learnt before you finally vanquish the evil Mizabel. With its massive variety of levels and secret rooms, Mickey Mouse rears as the greatest platform game available for the Sega. Literally months of gaming fun are to be had with this cracking cart, so be sure to direct some of your rapidly diminishing Christmas money in Mickey Mouse's direction!

RICHARD
LEADBETTER

GRAPHICS 93%
SOUND 83%
VALUE 94%
PLAYABILITY 94%

OVERALL 93%

ULTIMATE RIDE

BY MINDSCAPE

This game lets you take your silver mean machine to the greatest grand prix circuits in the world and participate in the grueling sport of motorcycle racing. But it that doesn't appeal much to you, and you're feeling particularly daring you can even select street courses and race Cannonball Run-style through the streets.

Ultimate Ride simulates the capabilities of six real bikes amongst them Yamaha's FZR 400 and V-MAX, Honda's CBR 600 and the Kawasaki Ninja ZX10, and the amazing presentation sequence lets you know which

one is best suited to your riding style or the conditions you face in the game itself. There's even the option of changing the tyres of your bike, so as to maintain maximum grip on the road. Good eh?

During the game itself, the on-screen action is displayed in first person 3D with the horizon (rather than the bike) tilting with every corner taken. You can choose whether you wish to drive a qualifying lap or just get straight into the game proper. But beware! The Ultimate Ride is a realistic motorcycle simulation, so don't expect your silver steed to achieve the impossible!



▲ Bovine victimisation in The Ultimate Ride!

UPDATE

There's no sign of The Ultimate Ride appearing on any other machine, but if this game does crop up on any other format, we'll let you know

Track sets a go-go before the main race begins.



▲ One of the mega-presentation screens - check out those mean machines!

AMIGA
£24.99

The Ultimate Ride has got some of the best presentation screens I've seen yet on a video game. Each of the amazing high-power bikes is portrayed in a style that puts Test Drive to shame! Unfortunately, just like Test Drive, underneath the sleek graphical exterior lurks a very average game. The 3D effect of driving around the various tracks is slow and jerky and the collision detection is rather dodgy to say the least. The sonics consist of some decent enough soundtracks, but the bike's engine "roar" sounds like some poor, unfortunate chicken being slowly throttled. The split-screen two player mode is quite fun for a while, but unfortunately, the visibility for each player is very limited. The Ultimate Ride is quite fun to sit down and play for a few minutes, but it's easily surpassed by Gremlin's thrill-fest Team Suzuki.

RICHARD
LEADBETTER

ST
£24.99

Much like the Amiga version, suffering from the same faults. Check it out only if you're a die-hard biking fan (who doesn't like Suzuki much).

GRAPHICS	70%
SOUND	72%
VALUE	67%
PLAYABILITY	66%

OVERALL 68%

OVERALL 68%

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LYNX

REVIEW

ZARLOR MERCENARY

It's you against the Mendi-cant Menace in this vertically-scrolling spaceborne shoot 'em up. The Zarlors want to steal some of their mineral-rich territory, and they've hired you to persuade them (using atomic artillery) to move home.

Of course, each Mendi-cant you blast is money in the bank, which buys you extra bits at the End-Of-Level Weapon Emporium. Cheap-skates will be pleased to know that power-ups also appear during the game as icons, which provide homing lasers, autofire, speed-ups and other such exotica.

While this isn't as technically stunning a shoot 'em up as, say, *Blue Lightning*, it's not bad. The graphics throughout are varied and colourful, though the horizontal screen format makes it impossible to see very far ahead. That and the vast

swarms of homing missiles make this a pretty difficult game to play, and though it only has six fairly short levels, it'd take a real expert to get right to the end.

It has the attraction of being ComLynx compatible, so up to four players can compete, but they'd have to be veteran blasters to get maximum enjoyment out of *Zarlors Mercenary*.

PAUL GLANCEY

LYNX
£29.99

A decent-looking shoot 'em up, but quite difficult and not overly exciting to play.

OVERALL 74%



▲ Mr Mercenary picks up some new gear in the shop.



▲ Remember cars don't kill people - it's the nut behind the wheel.

PAPERBOY

This conversion of the old *Asian* coin-op puts you on the saddle of a natty BMX bike, with a pile of newspapers in your satchel. There's no time for bike-lastic merriment, though, because you've got to pedal your wheels around the neighbourhood, and fling copies of *The Daily Sun* into the mailboxes of all the subscribers on your round.

Just like real life, however, *Paperboy's* job is made difficult by such obstacles as breakdancers, remote control-

led cars, runaway lawnmowers, sidewalk brawls and speeding automobiles, all of which send him sprawling in the gutter if he can't pedal around them.

Missing a subscriber's mailbox is bad news, because he cancels his subscription. But *Paperboy* isn't averse to a bit of mischief, and he scores bonus points if he can fling a paper through a non-subscriber's window, or smashes one of his golems.

I must confess that I

wasn't exactly overwhelmed with the coin-op original, and this conversion whilst being faithful to the arcade, simply isn't very exciting to play. The graphics aren't all outstanding (believe it or not, they were ported from *Elite* a 16 bit version of the game) and whilst they serve the job, they're let down by very jerky scrolling. The sound isn't too bad either, and after the brilliant sounds of *Lynx* *Klax*, I was expecting something a bit better than the rapid effects we've got here.

Paperboy fans'll lap this up, but for one was disappointed.

RICHARD
LEADBETTER

LYNX
£29.99

Looks good, but simply isn't enough fun to play. For ardent fans of the arcade game only.

OVERALL 67%

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ARC

OUTZONE



A new up-the-screen blaster that recently appeared in the arcades is Outzone. It is programmed by Toaplan, whose previous efforts include Flying Shark, Truxton and Hellfire.

The game casts the player as a battle-hardened mercenary who's job it is to yomp up the vertically

scrolling landscape blasting all and sundry. There's no prizes for guessing that there are plenty of power-ups to collect, and that a big guardian is found at the end of each level.

Although it's completely and utterly predictable, the game is fairly good fun in its own way. The graphics

and sound are both excellent. It's just a shame that the programmers of this game weren't turned towards producing something more original and exciting, rather than just rehashing an age-old idea which we've already seen about a million times.

JULIAN RIGNALL

GRAPHICS	86%
SOUND	85%
VALUE	76%
PLAYABILITY	83%

OVERALL	80%
---------	-----

CADEN

DOUBLE DRAGON III



the Rosetta Stone

The third in the ever-popular Double Dragon series is quite a departure from its two predecessors. Rather than use the rather camp cartoon-style graphics of Double Dragon I and II, the programmers of Double Dragon III have

opted for more lifelike graphics, which adds plenty of appeal to the game.

Once again it's beat 'em up time as the heroes Billy and Jimmy battle a veritable army of hoodlums across scrolling enemy ter-

ritory. There's loads of fighting action, and a few new moves to keep Double Dragon fans piling their cash into the slots. Give it a go if you're a fan of the series.

JULIAN RIGNALL

GRAPHICS	85%
SOUND	81%
VALUE	80%
PLAYABILITY	87%

OVERALL 83%

SUCCESS JOE



GRAPHICS 88%
SOUND 86%
VALUE 82%
PLAYABILITY 88%

OVERALL 85%



An unoriginal, but pretty enjoyable boxing coin-op that'll hit the arcades in the next few weeks is Success Joe.

It's very similar to Nintendo's 1983 coin-op hit, Punch Out!! and gives the player a 3D behind-the-gloves view as he punches his way to victory (or not, as the case may be).

The graphics are great, with large, humorous, cartoon-style sprites (some of the expressions they make are hilarious) and some superb between-screen pictures. The gameplay is pretty tough, and some of the later boxers are well challenging, requiring quick thought and strategy to win.

If you fancy an enjoyable and pretty off-beat fighting game, pile a couple of ten pence pieces into Success Joe.

JULIAN RIGNALL

ADVENTURES OF EDWARD RANDY



Data East's newest coin-op certainly sports a hilarious title. The player controls Edward Randy, a fellow with an unfortunate name in a perilous situation. He's got to bliff and bash his way across scrolling enemy territory in a typically heroic fashion.

It's pretty good fun, and some of the levels, particularly the one where he battles across the wings of aeroplanes, add a bit of spice to the action.

Check it out if you fancy a fight.

JULIAN RIGNALL

GRAPHICS 81%
SOUND 79%
VALUE 80%
PLAYABILITY 84%

OVERALL 82%

ARCADE HIGH SCORES

1942
16,220,960 Daniel Ellis (DAN), Bath, Avon
AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Orentham, Lincoln
ALIENS
1,150,000 Olav E Mathias (DEM), Sweden
ARCH RIVALS
98-42 D Nevin (NAV), Morecambe, Lancs
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBO KID
27,878,950 Ian Godfrey, Orentham, Norfolk
BADLANDS
541,785 Alex Ware, Shenfield
BATTLE RANGERS
199,590 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
BLASTER GUNS
2,539,740 EGG, Portsmouth
BOMB JACK
45,672,800 Gary Harrod, Poole
CABAL
5,000,760 P Kolas, Greece
CAL 50
475,000 Alex Ware, Shenfield
CHASE HQ
18,279,300 Paul Bristow, Erith, Kent
CHINOV
345,700 Martin Deem, Portsmouth
CRACKDOWN
700,890 Fritz Rawat, Manchester
CRIMEFIGHTERS
925 Ian Newbold, West Midlands
CRUDE BUSTERS
203,000 Colin McWhirter, Ballymena, N Ireland
CYBERBALL
72-0 Nick McKay (NIK) Broomhill Glasgow
DARIUS
5,187,770 Tony Prior (TON), Aldershot, Hants
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
DOUBLE DRAGON
1,100,050 Daniel Williams, Derby
DOUBLE DRAGON II
891,000 David McCartney, Falkirk, Scotland
DRAGON BREED
5,158,400 Colin Winter (COL), Grantham
DRAGON SPIRIT
994,375 Jamie Morse (JIM), Weston-Super-Mare
DYNAMITE DUKE
1,983,200 James Salmon, H Wycombe
DYNAMITE DUX
340,740 Alex Ware (AJW), Shenfield
DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
EXTERMINATOR
1,076,100 Alex Ware (AJW), Shenfield
FINAL BLOW
1,795,000 Peter Amor, Clevedon, Avon
FINAL FIGHT
2,943,100 Adam Tew (TEW), Galleywood
FINAL ROUND
11,945,000 Tim Walker, Brighton
FLYING SHARK
3,295,300 David McCartney, Falkirk, Scotland

Yo! Welcome to the Official UK Arcade high-scores table, the def, happenin' place to send your highscores to. Reckon you've got the mettle (and the scores) to earn the rank of arcade champion? Well then, log your highscores on the back of a postcard, or failing that a sealed down envelope and send them off to ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

FORGOTTEN WORLDS
7,819,710 David McCartney, Falkirk, Scotland
GALAGA 98
1,878,070 Chris Ford (CAF), Lancashire, W Sussex
GALAXY FORCE
2,880,440 Robert Swan (ROB), C+VG
GANG WARS
199,580 Jeff Purnell (JEF), Clevedon, Avon
GEMINI WINGS
1,108,840 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lamok, N Ireland
GHOSTS 'N' GHOSTS
1,115,000 Michael Campbell, Croydon, Surrey
GOLDEN AXE
295 D Scott M Irvine, Scotland
HAMMERING HARRY
174,000 Colin McWhirter, Ballymena, N Ireland
HANG-ON
49,608,320 Martin Deem (MJD), Portsmouth
HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southampton
HOT CHASE
283,760 Memo Gomez, Seville, Spain
IKARI WARRIORS
1,412,300 Graham Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Slough, Cleveland
KLAX
1,088,600 Matthew Chalmers, Lincoln
LEGEND OF HERO TONMA
250,070 Fritz Rawat, Manchester
LINE OF FIRE
3,182,100 Scott M Irvine, Scotland
MAIN EVENT
8,485,000 Tim Walker, Brighton
MERC
2,207,230 Jason S Woodham
NIGHTS RESISTANCE
4,328,100 Peter Amor, Clevedon, Avon
MOONWALKER
3,407,230 Graham Ellis, Writtle NARC
NARC
8,790,700 Scott Stamp (RMP)
NEMESIS
1,842,800 Kevin Cook (KAC), Croydon, Surrey
NEW ZEALAND STORY
3,300,000 Martin Deem, Portsmouth
NINJA WARRIORS
238,100 TOD, Ballymena Antrim
OPERATION THUNDERBOLT
1,300,550 Ryan Humphries, Durham, Wearside
OPERATION WOLF
5,340,120 P Kolas, Greece

ORDYNIE
997,380 Michael Campbell, Croydon, Surrey
OUTRUN
58,024,100 Peter Amor, Clevedon, Avon
PACLAND
4,938,910 Martin Deem, Portsmouth
PANG
2,891,340 Jeff Purnell (JEF), Clevedon, Avon
P-47
3,913,140 Ian Parryman, Plymouth
PITFIGHTER
2,400,300 Julian Rignall, C+VG
POW
244,100 Daniel Williams, Derby
POWDER DRIFT
5,811,700 Shaun Kelly, Gravesend, Kent
PREHISTORIC ISLE
2,700,598 Paul Bristow, Erith, Kent
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8,574,750 James Washburn, Essex
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RASTAN II
694,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
18,184,430 Ewen Chig (FED), Darwin, Australia
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBO COP
5,800,000 David McCartney, Falkirk, Scotland
ROLLING THUNDER
40,800 Cillian O'Gorman (COG), Redditch
SAINT DRAGON
940,370 Colin McWhirter, Ballymena, N Ireland
SAGA
4,224,000 Colin McWhirter, Ballymena, N Ireland
SCI
10,935,200 Michael Campbell, Croydon, Surrey
SDI
6,789,250 Graham Shaw (WIL), Loughton, Essex
SECRET AC BNT
784,210 Robert Swan (ROB), C+VG
SHADOW WARRIORS
217,600 Robert Macaulay (MRX), S Australia
SHINDIG
3,000,000 Daniel Williams, Derby
SLIKWDRN
8,836,600 Jason Dodd, Ashbourne, Derbyshire
SKY ADVENTURES
8,111 Panayiotis Kolas, Greece
SKY SOLDIERS
3,851,250 Sam Ho, Cheshire

SNOW BROTHERS
2,853,000 Colin McWhirter, Ballymena, N Ireland
SPATTERHOUSE
424,500 Daniel Ellis (DAN), Bath, Avon
STRIDER
392,220 Anthony Wilson (ACE), Southorpe, S Humberide
STUN RUNNER
1,019,100 Julian Rignall (JAZ), C+VG
SUPER CONTRA
12,858,900 Gavin Davis, Swansea
SUPER HANG-ON
BEG 29,874,670 Martin Deem, Portsmouth
SUPER MONAC GP
4,973,950 P Kolas, Auckland, New Zealand
SUPERMAN
5,261,700 Graham Shaw (WIL), Loughton, Essex
TEENAGE MUTANT NINJA TURTLES
8,328,500 Sean Browne, Hampshire
TERRA FORCE
999,900 Panayiotis Kolas, Greece
TETRIS
186,320 Jeff Purnell (JEF), Clevedon, Avon
THUNDERBLADE
12,680 David Minto, Sheffield
THUNDERCROSS
45,966,880 Craig Ross (ROS), Falkirk
TOGBIN
18,798,164 Alex Ware, Shenfield
TRUXTON
15,180,300 Kevin Cook (KAC), Croydon, Surrey
TURBO OUTRUN
49,347,200 Wesley Murray (WES), Croydon, Surrey
TWIN COBRA
5,443,247 P Kolas, Greece
UN SQUADRON
2,218,000 Fritz Rawat, Manchester
VIGILANTE
102,420 Michael Azzopardi (MIK), London
VINDICATORS
1,487,400 Hwo Li Lam (DRY), Leicester
VIOLENCE FIGHT
14,105,260 Colin Ching (COL), Leighton, London
VULCAN VENTURE
1,037,200 Keith Bradley (EGR), Kent
WARDNER
9,999,990 Michael Campbell, Croydon, Surrey
WANDERBAY III
748,520 Panayiotis Kolas, Greece
WORLD CUP SOCCER
VS BRAZIL 3-0 Gavin Miller, Qnadrig, Linco
VS ITALY 2-1 Ryan Humphries, Durham, Wearside
VS ARGENTINA 2-0 Ryan Humphries, Durham, Wearside
VS FRANCE 1-2 Ryan Humphries, Durham, Wearside
WILLLOW
1,689,000 Colin McWhirter, Ballymena, N Ireland
WINNING RUN
2,08,000 Julian Rignall, Southampton
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AND THANK YOU FOR YOUR SUPPORT DURING THE LAST 12 MONTHS

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*** YOU'VE TRIED THE REST!! NOW TRY THE BEST ***

COMPO RESULTS

Well, well, well, now then! Did you enter one of those absolutely outstanding competitions in the December issue? You did? Well, come on down, and have a gander at the following - you may be a winner!

JOIN THE LOTUS ELITE

Crikey, this comp provoked a lot of response, and no mistake, misfuel! Anyway, the lucky reader who'll be zipping around in a Lotus Esprit is ANDREW HARGREAVES of PRESTON, LANCS. Congratulations, Andy, you lucky devil! The five runners-up, who each get tickets to the British Grand Prix at Silverstone are...

T WALLINGER of HINCKLEY, PAUL WALLIS of BASINGSTOKE, SIMON MARK HAYTER of FARNBOROUGH, JONATHAN HATTS of ALVANTLEY, CHESHIRE and ADRIAN MORGAN of BILLERICAY, ESSEX.

DECEMBER HOTLINES

WIN A MEGADRIVE

Everybody wants one of these astounding black beauties, but that geezer DARREN SMITH of CHATHAM (do I know him? - Rob) walks away this month with £190 worth of red-hot console hardware - lucky bloke!

WIN A PC ENGINE

It's small and white, and no, it's not an elephant doing an impression of an eaprin! It's the PC Engine, and this month's recipient of this arcade monster in a matchbox is none other than KATHERINE SPENCER of RICHMOND. Have fun, Katherine!

WIN A LYNX

Sleek and speedy, this colour baby is looking good, and someone who'll have a whale of a time with this in their pocket (oh yes? - Ed) is that guy with the touch of gold, MICHAEL FORD of DAGENHAM. Well done, Mike!

WIN A GAME BOY

Seeing as Andrea kept sending in multiple entries, she's now been banished to Sinclair User, but this month's Game Boy winner is R KEMP of TADCASTER, YORKS. No more gaming blues for you, eh, e?

WOT NO FLOOD PRIZES?

There's not been much response to the comment put in last month about the Flood compo winners from issue 105! If you were one of the lucky winners, please write in to us at the usual address, marking the envelope "WHO SCREWED UP? FLOOD COMPO". If not, who will we send the prizes to?

THE C+VG CHALLENGE

Got a couple of highscores in the tables? Think you're well 'ard with a joystick, do you? Bit of a flashy git with a joypad, eh? Then here's your chance to push your skills to the max in the C+VG CHALLENGE! Every month, we'll be selecting a red-hot joystick jockey to boogie on down on an all-expenses paid trip to the C+VG offices in London, to challenge one of the C+VG team - Julian Rignall, Paul Glancey, Robert Swen or Richard Leadbatter - on his favourite game. So get practising - the C+VG boys are no alouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, they'll be entered into the C+VG Official Highscore Table, and if you're really good, you could be chosen to come to London to go up against one of the gang!



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PREVIEW

GRAFTGOLD GOODIES!

Who should our Richard meet while he was down the corner shop in Wilham buying some wine gums but the entire staff of top programming house, Graftgold! After he told them how much he loved all their previous releases (which included Rainbow Islands, Super Off-Road, Stimulera and Paratrold '90) they bought him a wine guma for him and then certed him off to their offica to give him an sneek preview of two of their upcoming games, entitled Fire and Ice and Realms!

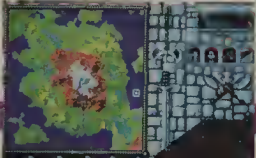
REALMS

Let's make no bones at about it, Realms looks like being the game to topple PowerMonger as the greatest tetralogy game on the home computer. With super-fast tactical landseapes (currently running at an amazing 17 frames a second) and brilliant presentation screens, graphically this game is going to be a stunner!



The idea of the game is to build up your armies and expand your realm, conquering all who dare cross your path. You can conquer cities and then tax the inhabitants, using the money to build up your armies or improve their weapons and armour. Small towns usually pay their taxes to larger cities, so if you can take out a major city then it's likely that all its associated villages will become part of your realm! Obviously, other leaders aren't just going to sit about, so watch out for other armies taking over bits of your land!

Realms is extremely well-presented. Instead of the usual boring bar charts and statistics, everything is displayed with atmospheric graphics. It doesn't just say you've got 20 gold coins, you actually see them piling up on your desk! Similarly, when you require in-

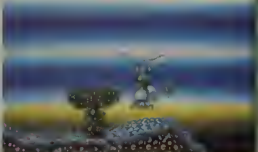


formation on your army units, you actually see one of the warriors. You can tell how well your warriors are armed just by looking at the picture and seeing how they're dressed!

By the looks of it, Realms isn't going to be released until September (courtesy of Virgin Games), but believe me, when it's finally out it's going to be a stunner! Watch out for further news in upcoming issues.

FIRE AND ICE

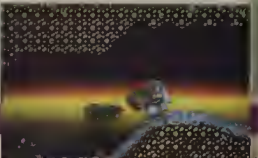
Another potentially stunning product from Graftgold is Fire and Ice, the latest game from Andrew Braybrook. A lot of technical jiggery-pokery has been crammed into this product, as the Amiga version sports up to 270 colours on-screen at once! The action is displayed on an eight-way scrolling platform screen (which incidentally runs at fifty frames a second - that's as fast and smooth as an arcade machine!).



The game is reminiscent of one of Braybrook's first C64 games, Gribbly's Day Out, except that in Fire and Ice, the player takes control of a cute dog with huge leaping ears, and the objective is to find a number of small puppies and lead them to safety. The problem is the inhabitants don't like puppies much and are out to get them.

The background change according to the time of day and the time of day is also reflected in the action, so when it gets dark new creatures appear and other go back to their homes and rest!

Fire and Ice looks like being another Braybrook classic, with super-smooth gameplay and intelligent enemies (some are actually afraid of others!). You may think that these screenshots look good, but don't be fooled! Graftgold are planning major renovations in the graphics department, and this should all add up to red-hot arcade-quality action! As we go to press, there's no firm news on who will be releasing the game, but watch out for it during the Summer.





PRO TENNIS TOUR 2

UBISOFT

When it comes to early hit-parade titles, the following is to the ball-bouncingly good Pro Tennis Tour, and it looks like being quite a goodie! Featuring the same style of top-notch animation that was featured in the original, along with a greater control of the ball, Pro Tennis Tour 2 looks like being a simulation to watch out for. There's also a great line in simplified speech with an amazingly realistic umpire. Even at these early stages Pro Tennis Tour 2 looks very promising. Watch out for the review in a forthcoming C+VG.

RELEASE: ST, AMIGA, EARLY '91

PRICE: TBA



DRAGON'S LAIR 2 -

TIMEWARP

READYSOFT

If you're into the cartoon-quality capers shown in games like Dragon's Lair and Spas Ace, then you're no doubt going to flip over this latest Readysoft offering! Featuring the same combination of brilliant graphics and sound, Dragon's Lair 2 - Timewarp looks and sounds a treat. Unfortunately, from what we've seen of the finished product, the limited interaction of its older brothers once again rears its ugly head. Watch out for the comprehensive review in the next issue of C+VG.

RELEASE: AMIGA, ST, PC, OUT NOW

PRICE: £44.99



BATTLE STORM

TITUS

Apart from the tepid Fire and Forget 2 (the Master System version was pretty good though), it's been quite a tit. Now they're set to blast back with a new eight-way scrolling shoot 'em up, and from the look of it, it could be a bit of an eye-opener! Featuring pretty decent extra weaponry and plenty of mother-hips to blow into oblivion, this offering does look pretty promising. Watch out for a review in C+VG soon.

RELEASE: AMIGA, ST, PC, JAN/FEB.

SPECTRUM, AMSTRAD, C64 TO FOLLOW.

PRICE: £24.99 16-BIT, £10.99 8-BIT CASSETTE.

102

SPACE ACE MOTIVETIME

It's hard to be a Motivations game when you're the boss of it, as they've just about finished a Nintendo version of the old laserdisk arcade game. Funnily enough, this Amiga version looks rather similar to the NES conversion of Dragon's Lair, replacing the cartoon quality graphics with horizontally scrolling action. As yet the quality of the game is unknown, but rest assured, as soon as we have more, we'll pass it along.

RELEASE: AMIGA, NINTENDO, JAN/FEB
PRICE: TBA



3D CONSTRUCTION KIT INCENTIVE/DOMARK

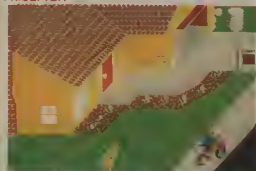
Remember Freespace (TM)? The system used to create Rate Driller, Dark Side, Total Eclipse and Castle Meeter? Well, those wacky tunes and Incentive (with a little help from their friends at Domark) are about to unleash a construction kit that allows you to create 3D environments that you can use in your own games, or even create a strange new world to explore and change at your own leisure! Sounds a bit good, eh? If the speed of the polygons is up to scratch, this could be a bit special, and no mistake!

RELEASE: ALL FORMATS, LATE JAN/EARLY FEB
PRICE: £24.99 AMIGA, £19.99 ST, 8-BIT PRICES TBA

PAPERBOY MOTIVETIME

We've seen conversions of this old Atari chestnut on just about every computer and console available - bar one. But now it seems that Motivetime (again!) are just about ready to unleash their conversion of Paperboy on the Megadrive! As you can see from these shots, the game isn't shaping up that badly at all, although the graphics look decidedly similar to the Amiga version. Let's hope the programmer manages to cram in all that fabbo sampled speech!

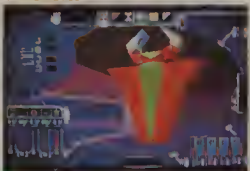
RELEASE: MEGADRIVE, TBA
PRICE: TBA



CYBERCON 3 US GOLD

The latest in US Gold's long line of 'new age' games is Cybercon 3. Programmed by the Assembly Line (responsible for the likes of Vaxins, E-Motion and 16-bit Externator), this 3D adventure features amazingly fast graphics that seem to be even faster than the superlative Damocles! There promises to be plenty of puzzling excitement on offer here, as the player attempts to shut down a computer that's gone totally berserk.

RELEASE: AMIGA, ST, EARLY '91
PRICE: £24.99



PREVIEW

HORROR ZOMBIES FROM THE CRYPT

MILLENNIUM

Ooohhh! Spooky! After the cracking Jemee Pond, Millennium are set to hit 16-bit screens with the scream-lastic Horror Zombies from the Crypt! You take control of a real hero that braves the darkest and dankest corners of a haunted castle, dealing with any zombies or vampires that cross your path. The graphics look really special with some brilliant animation - when your main character bites the dust, his head turns green and explodes! Millennium have been releasing some top-notch gear, and who knows? Horror Zombies from the Crypt should keep up the tradition!

RELEASE: AMIGA, ST, JANUARY

PRICE: £24.99



WARLOCK MILLENNIUM

Remember Druid, that magical Gauntlet clone released some time ago on the C64 courtesy of Telecomsoft? Well, Millennium have dusted down the original game, spruced it up a little and are now ready to unveil the 16-bit version! But there are a number of differences. First of all, Millennium have added plenty of atmospheric presentation screens, and the choice of playing in the original landscape, or in a whole new, bigger castle, with lots of new spells to conjure with. Check out the C+VG review in a couple of months for the real epics!

RELEASE: AMIGA, ST, FEBRUARY

PRICE: TBA



DRAGONS LAIR MOTIVETIME

Flippin' heck! From the looks of it, a lot of journals over in the US have been going bananas over this NES conversion of the ageing laser-disk coin-op! Unlike the coin-op the action is displayed on a horizontally scrolling playfield, but it appears that there's still oodles of lousy animation crammed in! But that's not all! Motivetime have also announced a Gameboy version called Dragon's Lair - The Legend. As soon as they send us the finished carts, we'll let you know just how good this interpretation is.

RELEASE: NINTENDO, GAMEBOY, JAN/FEB

PRICE: TBA



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